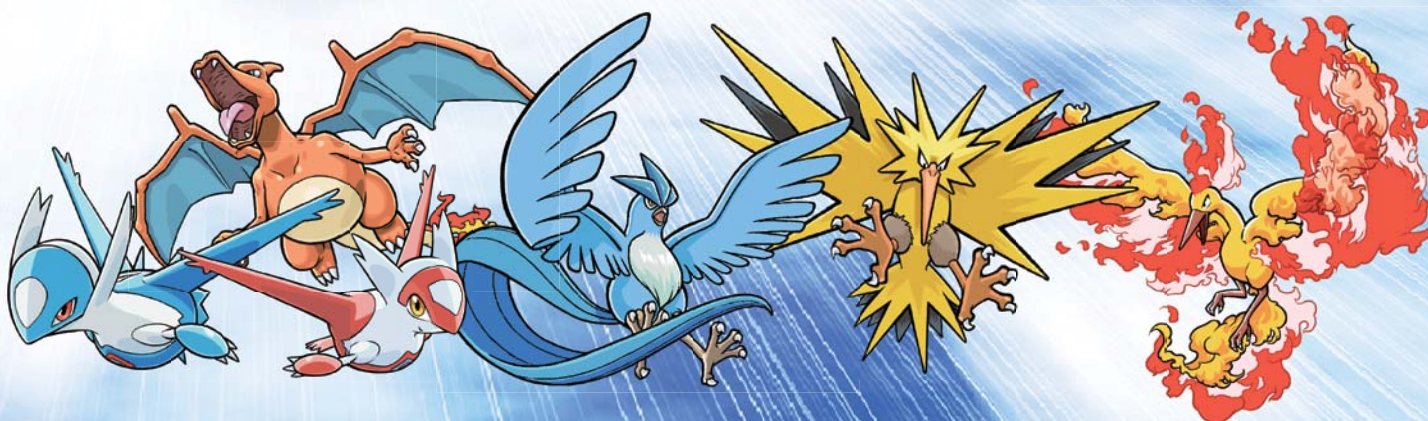
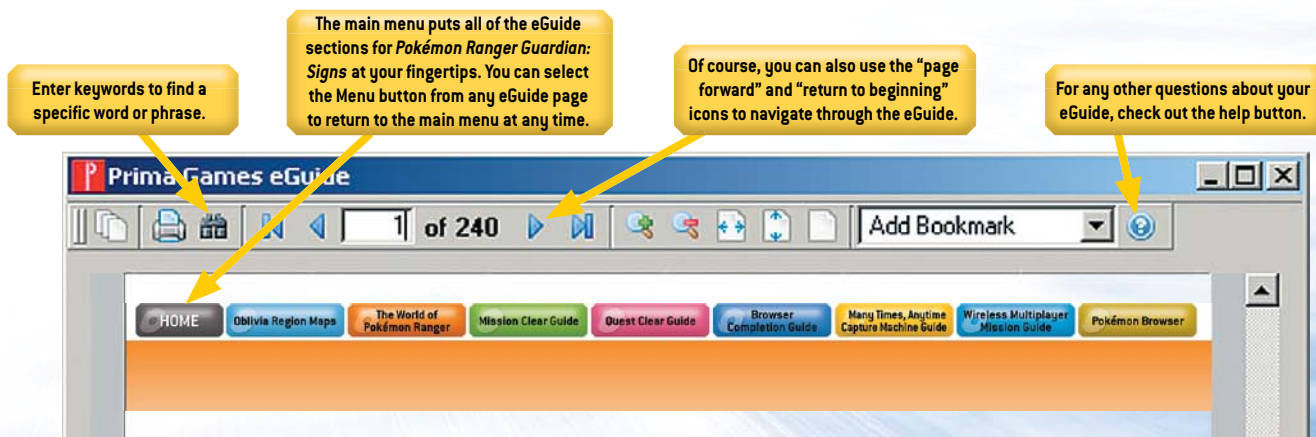


# POKÉMON RANGER GUARDIAN SIGNS

Unleashed

## How to Use this eGuide

This eGuide has a custom navigation system to allow you to easily find content within the eGuide and move between sections as you choose.









# OBLIVIA REGION MAP

Tilikule Island

★ Tilikule Monument

★ Mt. Layuda

Layuda Island

Oblivia Ruins

★ Sky Fortress

Western Sea

★ Rainbow Dais

Wireless Tower

Renbow Island

Mt. Latolato

Hinder Cape

Big Booker Bridge

Rasp Cavern

Latolato Trail

★ Rand's House

Teakwood Forest

Curl Bay

★ Cocona Village

★ Dolce Island\*

Heights

Lapras Beach

Eastern Beach

Renbow Waters

Southern Beach

Coral Sea

\*Cannot be visited after Mission 12, "Look for Purple Eyes!" has been cleared.

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Note: ★ marks locations that you can fly to using Staraptor, Latios, or Latias.





# Western Sea/Dolce Island

Southern Beach/Heights  
Eastern Beach

A 01\*

Western Sea



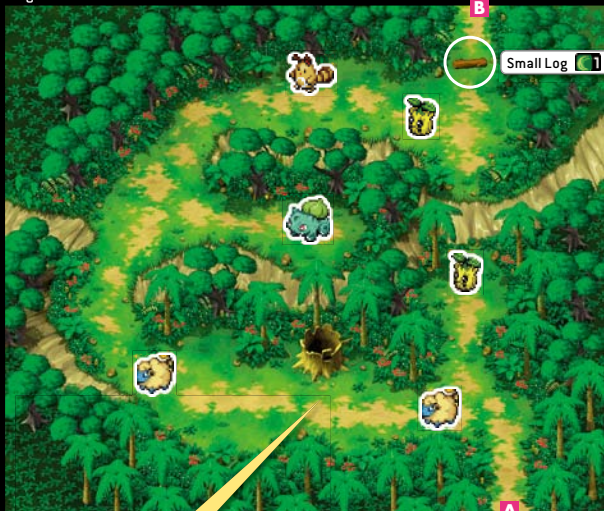
B 03

Heights



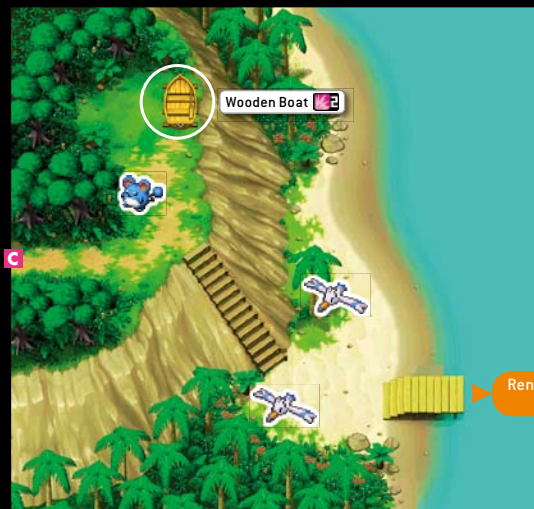
B 02

Heights



B 04

Eastern Beach



Renbow Island  
(P. 7)

You can capture  
Ukulele Pichu during  
the prologue

B 01

Southern Beach



\*Lumineon and Kingdra appear in the Western Sea during Mission 13.

\*The Pokémon in B 01 and the Sunkern and second Mareep in B 02 appear after meeting Booker.

## Pokémon Appearing in the Field

Pokémon	Poké Assist	Field Move	Details
Bulbasaur	Grass	Cut	P. 145
Kingdra	Water	Crush	P. 155
Krabby	Water	Cut	P. 147
Lumineon	Water	Cut	P. 184
Mareep	Recharge	Recharge	P. 144
Marill	Water	Soak	P. 146
Sentret	Normal	Tackle	P. 145
Staraptor	Flying	Fly	P. 181
Sunkern	Grass	Cut	P. 145
Teddiursa	Normal	Crush	P. 146
Ursaring	Normal	Tackle	P. 146
Wingull	Flying	Cut	P. 147



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# Rainbow Island

Rasp Cavern/Coral Sea/Wireless Tower

## Pokémon Appearing in the Field (Rasp Cavern)

Pokémon	Poké Assist	Field Move	Details
Absol	Dark	Cut	P. 191
Ampharos	Recharge	Recharge	P. 145
Chimecho	Psychic	Teleport	P. 187
Cranidos	Rock	Crush	P. 151
Dunsparce	Normal	Crush	P. 152
Geodude	Rock	Crush	P. 151
Koffing	Poison	Tackle	P. 151
Ledian	Bug	Crush	P. 159
Pachirisu	Recharge	Recharge	P. 147
Poochyena	Dark	Crush	P. 150
Primeape	Fighting	Crush	P. 174
Rampardos	Rock	Crush	P. 152
Skuntank	Poison	Tackle	P. 152
Stunky	Poison	Tackle	P. 152
Zubat	Poison	Cut	P. 150

D 01  
Rasp Cavern

Round Rock

Can enter after Wireless Multiplayer Mission 1 is cleared

Chunky Rock

Teakwood Forest (P. 7)

Clear this target and Geodude appears

Teakwood Forest (P. 7)

MISSION 1  
Pinchers 2  
Cranidos

Save Machine

MISSION  
Enter during Mission 9

Rampardos appears in Mission 7

D 02  
Rasp Cavern

D 03  
Rasp Cavern

D 04  
Rasp Cavern

D 05  
Rasp Cavern

D 06  
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Rasp Cavern

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Rasp Cavern

D 51  
Rasp Cavern

D 52  
Rasp Cavern

## Pokémon Appearing in the Field (Coral Sea)

Pokémon	Poké Assist	Field Move	Details
Carvanha	Water	Crush	P. 155
Chinchou	Recharge	Recharge	P. 153
Clamperl	Water	Cut	P. 154
Corsola	Water	Crush	P. 154
Horsea	Water	Tackle	P. 154
Kingdra	Water	Crush	P. 155
Luvdisc	Water	Cut	P. 153
Mantyke	Water	Cut	P. 153
Sharpedo	Water	Crush	P. 155

E 01  
Coral Sea

E 02  
Coral Sea

E 03  
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E 04  
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E 44  
Coral Sea

F 05  
Wireless Tower 5F

Crumbling Wall

MISSION  
Horsea appears after Mission 2

ATTACKED!  
MISSION 2  
Horsea  
Clamperl

E 03  
Coral Sea

E 04  
Coral Sea

E 05  
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Coral Sea

E 31  
Coral Sea

F 06  
Wireless Tower 6F

Recharge Machine

Save Machine

F 07  
Wireless Tower Roof

POST-ENDING  
Jolteon appears post-ending

BOSS  
Raikou appears in Mission 3

F 08  
Wireless Tower 7F

F 09  
Wireless Tower 8F

F 10  
Wireless Tower 9F

F 11  
Wireless Tower 10F

F 12  
Wireless Tower 11F

F 13  
Wireless Tower 12F

F 14  
Wireless Tower 13F

F 15  
Wireless Tower 14F

F 16  
Wireless Tower 15F

F 17  
Wireless Tower 16F

F 18  
Wireless Tower 17F

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Wireless Tower 18F

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Wireless Tower 19F

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F 29  
Wireless Tower 28F

F 30  
Wireless Tower 29F

F 31  
Wireless Tower 30F

F 32  
Wireless Tower 31F

F 33  
Wireless Tower 32F

F 34  
Wireless Tower 33F

## Pokémon Appearing in the Field (Wireless Tower)

Pokémon	Poké Assist	Field Move	Details
Aipom	Rock	Crush	P. 158
Aron	Steel	Tackle	P. 163
Beldum	Steel	Crush	P. 180
Chimecho	Psychic	Teleport	P. 187
Elekid	Electric	Electrify	P. 162
Gligar	Ground	Cut	P. 161
Hitmonchan	Fighting	Crush	P. 160
Jolteon	Electric	Electrify	P. 156
Lairon	Steel	Tackle	P. 163
Luxio	Electric	Electrify	P. 164
Magnemite	Recharge	Recharge	P. 161
Porygon2	Normal	Crush	P. 163
Shinx	Electric	Electrify	P. 164
Shuckle	Rock	Crush	P. 161
Staraptor	Flying	Fly	P. 181
Voltorb	Normal	Electrify	P. 162

MISSION 3  
Pinchers 4  
Pichu

MISSION  
Luxio appears in Mission 7

F 02  
Wireless Tower 2F

POST-ENDING  
Chimecho appears post-ending

MISSION 3  
Pinchers 3  
Skuntank  
Aipom  
Gligar

F 01  
Wireless Tower 1F

Save Machine

MISSION  
Staraptor appears after Mission 8

Holey Rock

Clear this target and Shuckle appears

Mt. Latoloto (P. 7)

MISSION 3  
Pinchers 3  
Skuntank  
Aipom  
Gligar

F 03  
Wireless Tower 3F

Barricade

F 04  
Wireless Tower 4F

QUEST  
Beldum x2 appear in Quest 20

MISSION 3  
Pinchers 5  
Aron x2  
Lairon

ATTACKED!  
MISSION 2  
Sharpedo x2

POST-ENDING  
Kingdra appears post-ending





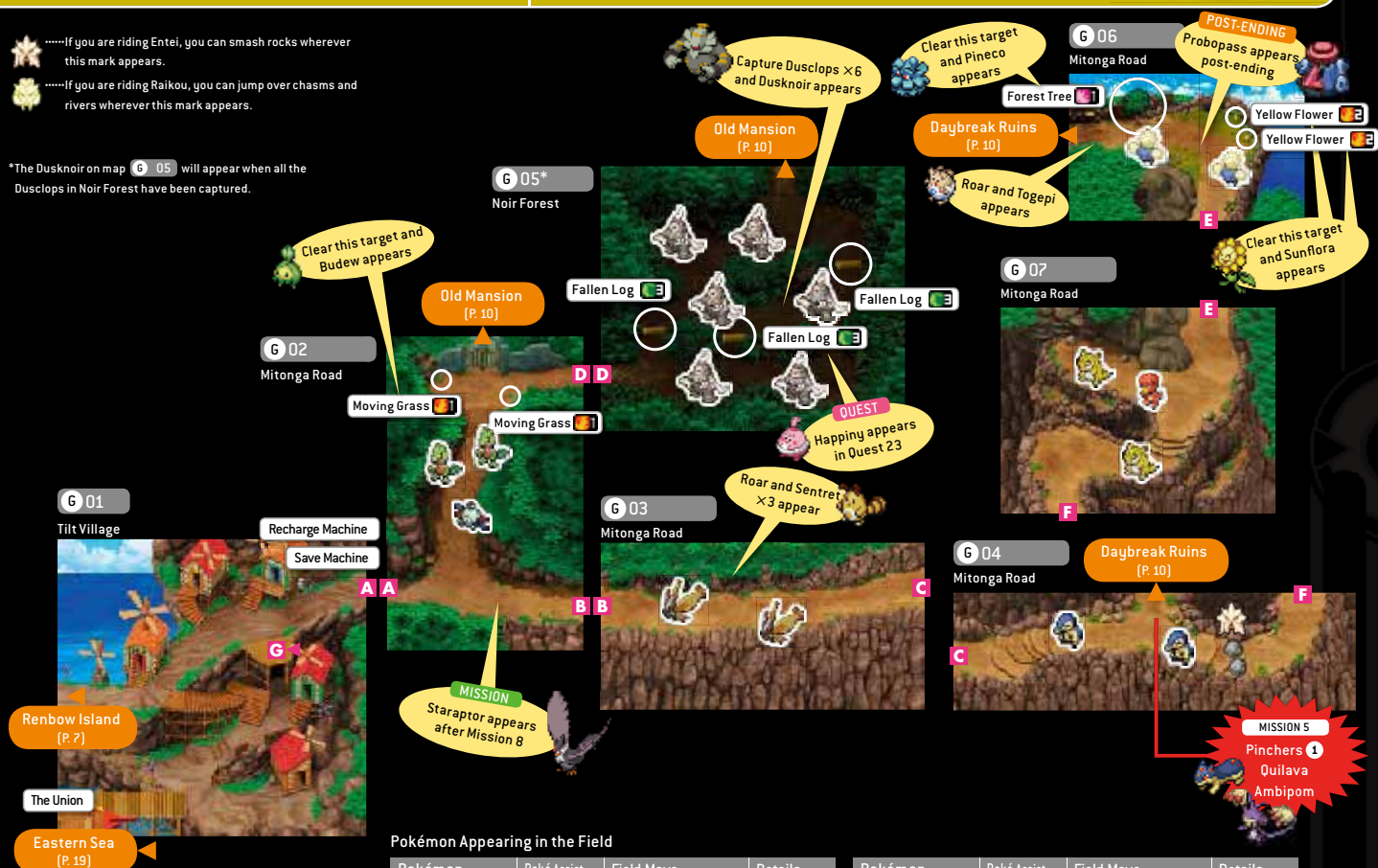
# Mitonga Island

Tilt Village/Mitonga Road/Noir Forest/Dangerous Cliff



- If you are riding Entei, you can smash rocks wherever this mark appears.
- If you are riding Raikou, you can jump over chasms and rivers wherever this mark appears.

\*The Dusknoir on map **G 05** will appear when all the Dusclops in Noir Forest have been captured.



## Pokémon Appearing in the Field

Pokémon	Poké Assist	Field Move	Details
Budew	Grass	Cut	P. 167
Combee	Flying	Cut	P. 175
Cyndaquil	Fire	Burn	P. 169
Dusclops	Ghost	Psy Power	P. 168
Dusknoir	Ghost	Psy Power	P. 168
Happiny	Normal	Crush	P. 181
Jumpluff	Grass	Cut	P. 148
Kabutops	Rock	Cut	P. 188
Kricketune	Bug	Cut	P. 148
Magby	Fire	Burn	P. 174
Magnemite	Recharge	Recharge	P. 161

Pokémon	Poké Assist	Field Move	Details
Mankey	Fighting	Crush	P. 173
Mothim	Bug	Cut	P. 169
Pichu	Recharge	Electrify	P. 144
Pineco	Normal	Tackle	P. 175
Probopass	Rock	Tackle	P. 191
Sandshrew	Ground	Crush	P. 173
Sentret	Normal	Tackle	P. 145
Staraptor	Flying	Fly	P. 181
Sunflora	Grass	Cut	P. 145
Togepi	Normal	Tackle	P. 169
Treecko	Grass	Cut	P. 167

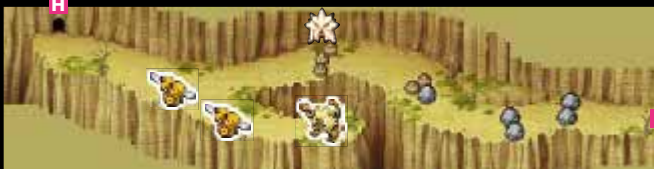
**G 08**

Tilt Village



**G 09**

Dangerous Cliff



**G 10**

Dangerous Cliff



**G 11**

Dangerous Cliff



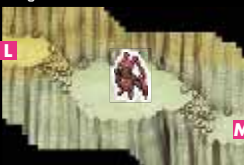
**G 12**

Dangerous Cliff



**G 13**

Dangerous Cliff



**G 14**

Dangerous Cliff



POST-ENDING  
Kabutops appears post-ending

**G 15**

Dangerous Cliff



























QUEST  
Pichu appears in Quest 49

Submarine (P. 11)













## Old Mansion/Daybreak Ruins

### Pokémon Appearing in the Field (Old Mansion)

Pokémon	Poké Assist	Field Move	Details
Ariados	Bug	Tackle 	P. 149
Bayleef	Grass	Cut 	P. 172
Blissey	Normal	Tackle 	P. 193
Chikorita	Grass	Cut 	P. 171
Duskull	Ghost	Psy Power 	P. 168
Eevee	Normal	Tackle 	P. 156
Espeon	Psychic	Psy Power 	P. 156
Gastly	Ghost	Psy Power 	P. 170
Glameow	Normal	Cut 	P. 170
Gloom	Grass	Cut 	P. 164
Golbat	Poison	Cut 	P. 150
Grovyle	Grass	Cut 	P. 167
Magnemite	Recharge	Recharge 	P. 161
Mightyena	Dark	Crush 	P. 150
Mime Jr.	Psychic	Tackle 	P. 171
Misdreavus	Ghost	Psy Power 	P. 170
Noctowl	Flying	Psy Power 	P. 148
Purugly	Normal	Tackle 	P. 170
Quagsire	Water	Soak 	P. 168
Teddiursa	Normal	Crush 	P. 146
Togetic	Normal	Cut 	P. 169
Ursaring	Normal	Tackle 	P. 146
Vulpix	Fire	Burn 	P. 171
Wooper	Water	Soak 	P. 168

.....If you are riding Suicune, you can run on the water wherever this mark appears

### Pokémon Appearing in the Field (Daybreak Ruins)

Pokémon		Poké Assist	Field Move	Details
Ambipom		Rock	Crush 	P. 158
Baltoy		Psychic	Crush 	P. 172
Bibarel		Water	Soak 	P. 166
Bronzor		Steel	Psy Power 	P. 174
Gible		Dragon	Crush 	P. 176
Kirlia		Psychic	Psy Power 	P. 165
Magnemite		Recharge	Recharge 	P. 161
Mankey		Fighting	Crush 	P. 173
Natu		Psychic	Psy Power 	P. 172
Quilava		Fire	Burn 	P. 169
Sableye		Dark	Cut 	P. 173
Sandsshrew		Ground	Crush 	P. 173
Sandslash		Ground	Cut 	P. 173
Shieldon		Steel	Tackle 	P. 173
Xatu		Psychic	Psy Power 	P. 172

.....If you are riding Entei, you can smash rocks wherever  
this mark appears.

.....If you are riding Entei, you can smash rocks wherever this mark appears.

**MISSION 108**  
Daybreak Ruins

**BOSS**  
Entei appears in Mission 5

**MISSION 11**  
Daybreak Ruins

**MISSION**  
Sandshrew x3 appear after Mission 5

**MISSION**  
Sandslash appears after Mission 7

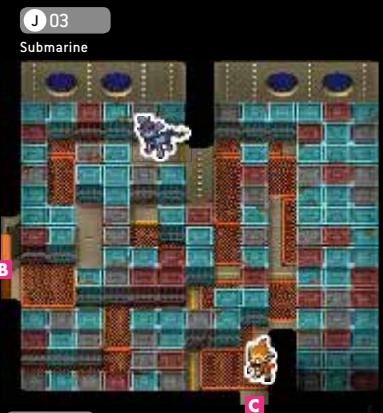
Mitonga Road (P. 9)

K

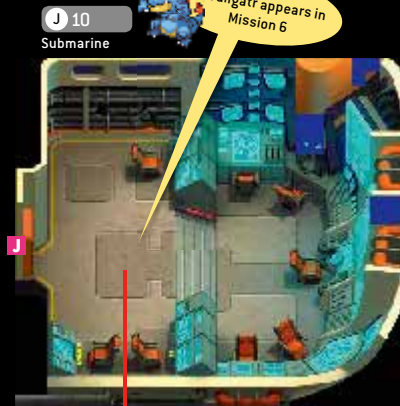
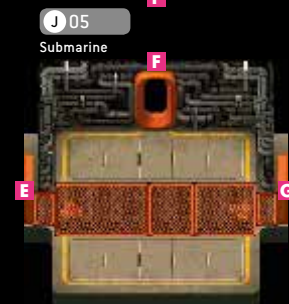





**Dangerous Cliff**  
(P. 9)



**J 07**  
**Submarine**



### Pokémon Appearing in the Field

Pokémon	Poké Assist	Field Move	Details
Chimchar 	Fire	Burn 	P. 175
Dusclops 	Ghost	Psy Power 	P. 168
Gligar 	Ground	Cut 	P. 161
Luxio 	Electric	Electrify 	P. 164
Makuhita 	Fighting	Crush 	P. 176
Pikachu 	Recharge	Recharge 	P. 144
Sandslash 	Ground	Cut 	P. 173
Sneasel 	Dark	Cut 	P. 177





# Submarine

Vertical

K 02  
Submarine



K 03  
Submarine



K 04  
Submarine



MISSION  
You save Pichu in Mission 6

K 01  
Submarine



K 06  
Submarine



K 07\*  
Submarine



K 09  
Submarine



K 08  
Submarine



K 05  
Submarine



\*The Furret on map K 07 will no longer appear after the Debris target has been cleared.

MISSION  
You save Pichu in Mission 6

MISSION  
You save Pichu in Mission 6

## Pokémon Appearing in the Field

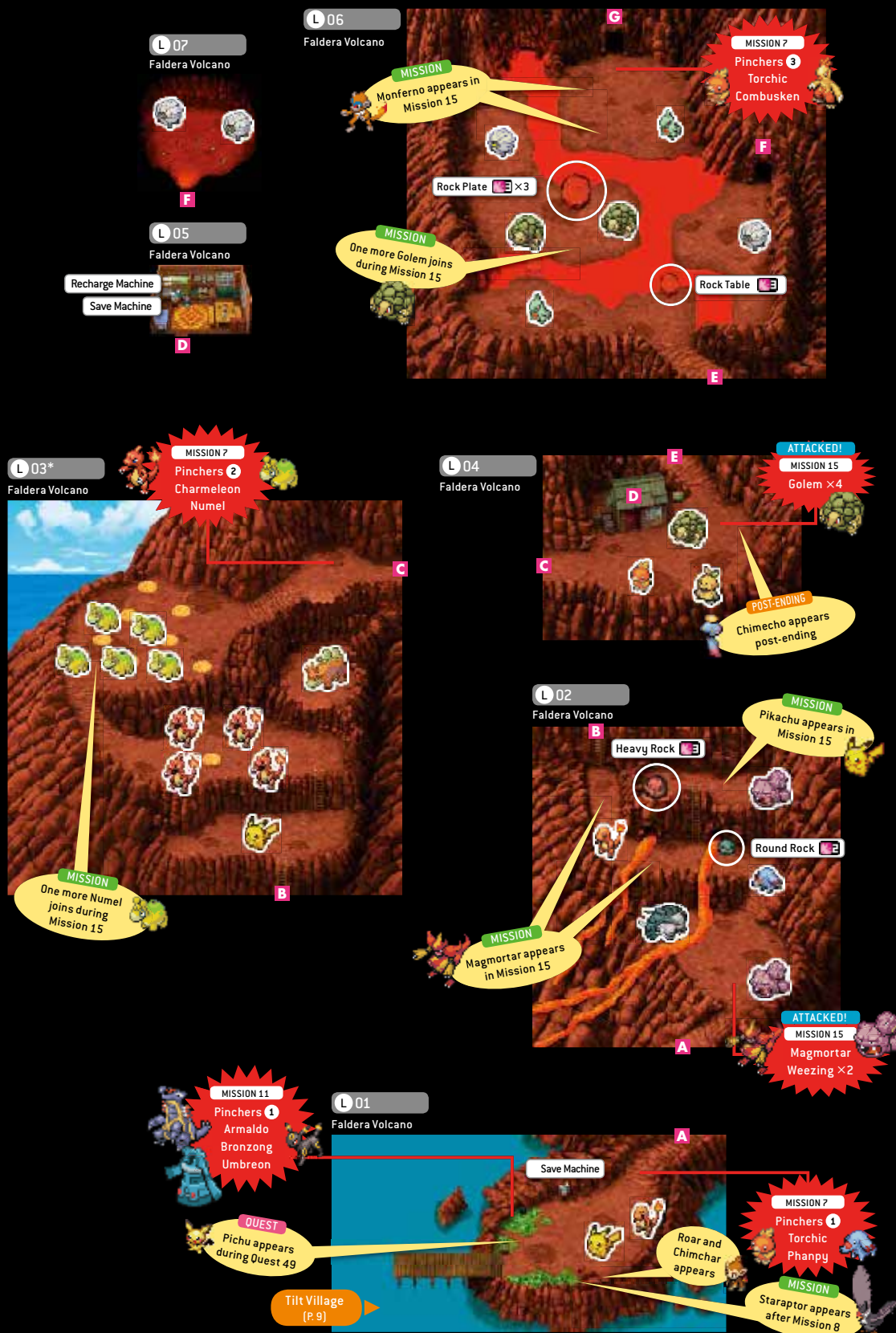
Pokémon	Poké Assist	Field Move	Details
Combee	Flying	Cut	P. 175
Furret	Normal	Tackle	P. 145
Gible	Dragon	Crush	P. 176
Gligar	Ground	Cut	P. 161
Ledyba	Bug	Tackle	P. 159
Misdreavus	Ghost	Psy Power	P. 170
Mothim	Bug	Cut	P. 169
Pikachu	Recharge	Recharge	P. 144
Rampardos	Rock	Crush	P. 152
Yanma	Bug	Cut	P. 177





# Faldera Island

Faldera Volcano



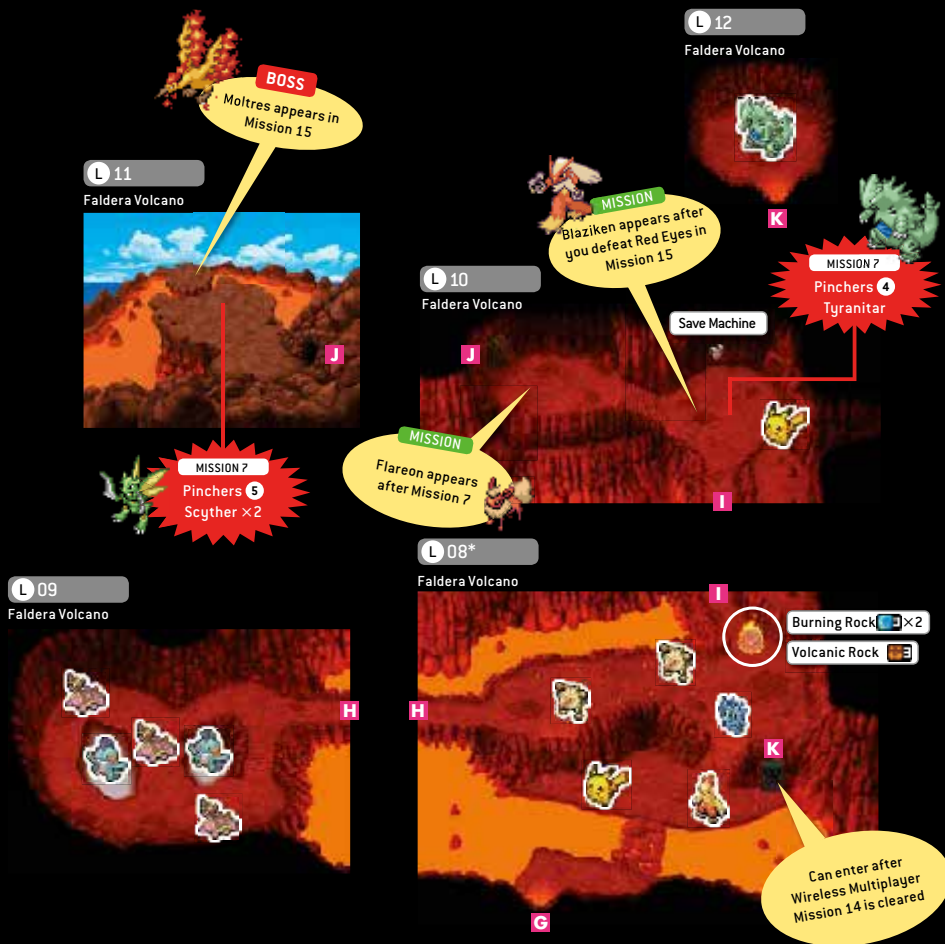
\*On map **L 03** from the end of Pinchers' fight 2 in Mission 7 to the point when Articuno, Zapdos, and Moltres return to their mountains in Mission 15, there will be Charmander × 2 and Numel × 3.





# Faldera Island

## Faldera Volcano



### Pokémon Appearing in the Field

Pokémon	Poké Assist	Field Move	Details
Blaziken	Fire	Crush	P. 179
Camerupt	Fire	Burn	P. 179
Charmander	Fire	Burn	P. 177
Charmeleon	Fire	Burn	P. 178
Chimchar	Fire	Burn	P. 175
Chimecho	Psychic	Teleport	P. 187
Combusken	Fire	Crush	P. 178
Donphan	Ground	Tackle	P. 178
Flareon	Fire	Burn	P. 156
Gastrodon	Water	Soak	P. 158
Golem	Rock	Crush	P. 151
Larvitar	Ground	Crush	P. 179
Magmortar	Fire	Burn	P. 175
Makuhita	Fighting	Crush	P. 176

Pokémon	Poké Assist	Field Move	Details
Marshtomp	Water	Soak	P. 159
Monferno	Fire	Burn	P. 176
Numel	Fire	Burn	P. 179
Phanpy	Ground	Tackle	P. 178
Pichu	Recharge	Electrify	P. 144
Pikachu	Recharge	Recharge	P. 144
Primeape	Fighting	Crush	P. 174
Pupitar	Ground	Crush	P. 179
Shelgon	Dragon	Tackle	P. 180
Staraptor	Flying	Fly	P. 181
Torchic	Fire	Burn	P. 178
Tyranitar	Rock	Crush	P. 179
Weezing	Poison	Crush	P. 151

\*Pokémon on map L 08 will change position during Mission 15.





# Sophian Island

Silver Falls, Aqua Resort, Sophian Road



M 07

Silver Falls



M 06\*

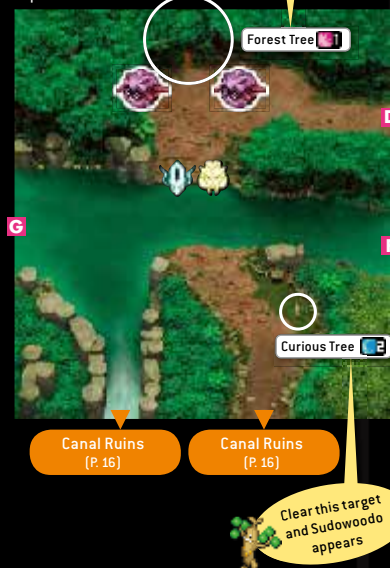
Silver Falls



\*The Carvanha on map M 06 cannot be captured.

M 05

Sophian Road



## Pokémon Appearing in the Field

Pokémon	Poké Assist	Field Move	Details
Azumarill	Water	Soak	P. 146
Blastoise	Water	Soak	P. 193
Carnivine	Grass	Cut	P. 183
Carvanha	Water	Crush	P. 155
Croconaw	Water	Crush	P. 158
Forretress	Normal	Tackle	P. 175
Granbull	Normal	Tackle	P. 183
Lotad	Grass	Cut	P. 184
Marill	Water	Soak	P. 146
Pichu	Recharge	Electrify	P. 144
Raichu	Electric	Recharge	P. 144
Roselia	Grass	Cut	P. 167
Smeargle	Normal	Tackle	P. 182
Snubbull	Normal	Tackle	P. 182
Staraptor	Flying	Fly	P. 181
Sudowoodo	Rock	Crush	P. 160
Vespiquen	Bug	Crush	P. 175
Yanma	Bug	Cut	P. 177

M 02

Aqua Resort



M 01

Aqua Resort



MISSION 11

Pinchers and Steelhead 2  
Metang  
Bastiodon  
Floatzel

M 04

Sophian Road



M 03

Sophian Road



.....If you are riding Raikou, you can jump over chasms and rivers wherever this mark appears.



.....If you are riding Suicune, you can run on the water wherever this mark appears.

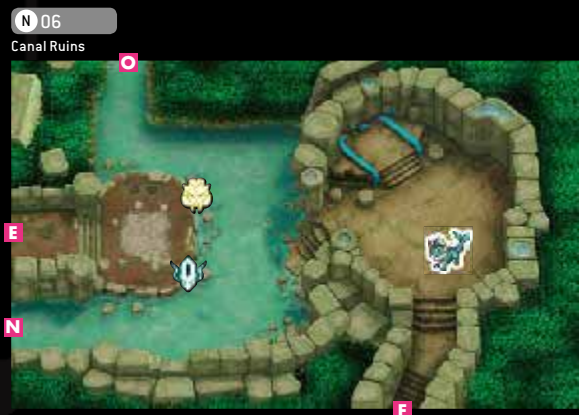
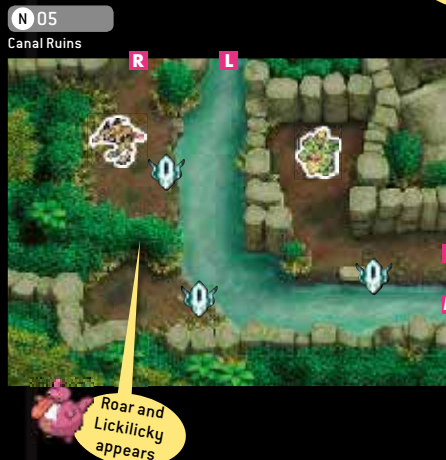




# Sophian Island

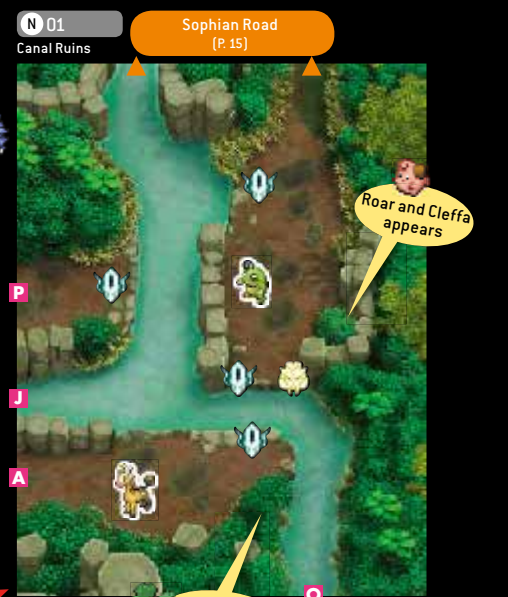
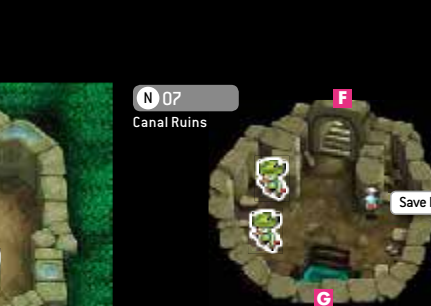
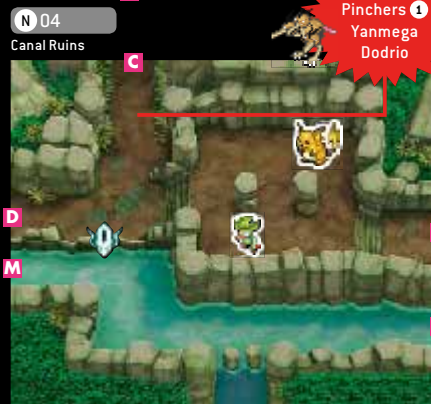
## Canal Ruins

.....If you are riding Raikou, you can jump over chasms and rivers wherever this mark appears.  
 .....If you are riding Suicune, you can run on the water wherever this mark appears.



### Pokémon Appearing in the Field

Pokémon	Poké Assist	Field Move	Details
Cleffa	Normal	Tackle	P. 183
Dodrio	Normal	Tackle	P. 183
Finneon	Water	Cut	P. 184
Forretress	Normal	Tackle	P. 175
Furret	Normal	Tackle	P. 145
Girafarig	Psychic	Tackle	P. 183
Gorebyss	Water	Cut	P. 154
Grotle	Grass	Tackle	P. 166
Heracross	Normal	Tackle	P. 193
Huntail	Water	Crush	P. 154
Lanturn	Recharge	Recharge	P. 153
Ledian	Bug	Crush	P. 159
Lickilicky	Normal	Crush	P. 185
Lombre	Grass	Cut	P. 184







# Sophian Island

Mt. Sorbet



0 03

Mt. Sorbet



0 10

Mt. Sorbet

MISSION

Two more Snover appear in Mission 15

0 09

Mt. Sorbet

Solid Snow

Clear this target and Abomasnow appears

MISSION 9

Pinchers 2  
Empoleon  
Sneasel  
Raichu

0 02

Mt. Sorbet

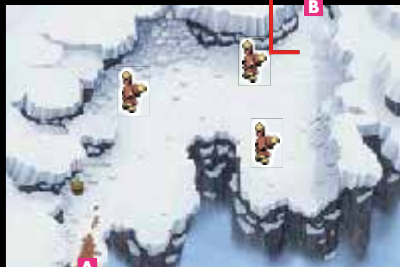
ATTACKED!

MISSION 15

Empoleon ×2  
Froslass

0 08

Mt. Sorbet



## Pokémon Appearing in the Field

Pokémon	Poké Assist	Field Move	Details
Abomasnow	Ice	Crush	P. 186
Bagon	Dragon	Tackle	P. 180
Buneary	Normal	Crush	P. 185
Chimecho	Psychic	Teleport	P. 187
Delibird	Ice	Crush	P. 186
Empoleon	Water	Cut	P. 157
Glaceon	Ice	Crush	P. 157
Hitmontop	Fighting	Crush	P. 160
Infernape	Fire	Burn	P. 176
Lopunny	Normal	Crush	P. 185
Monferno	Fire	Burn	P. 176
Ninetales	Fire	Burn	P. 171
Prinplup	Water	Cut	P. 157
Raichu	Recharge	Recharge	P. 144
Salamence	Dragon	Burn	P. 180
Sealeo	Ice	Crush	P. 185
Smoochum	Normal	Teleport	P. 186
Sneasel	Dark	Cut	P. 177
Snover	Ice	Crush	P. 186
Spheal	Ice	Crush	P. 185
Walrein	Ice	Crush	P. 186

\*Pokémon on map 0 12 will change position in Mission 15.

0 01

Mt. Sorbet



0 05

Mt. Sorbet



0 04

Mt. Sorbet



0 07

Mt. Sorbet

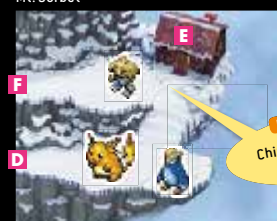


Recharge Machine

Save Machine

0 06

Mt. Sorbet

POST-ENDING  
Chimecho appears post-ending

Can enter after Wireless Multiplayer Mission 18 is cleared

MISSION

One more Snover appears in Mission 15

ATTACKED!

MISSION 15

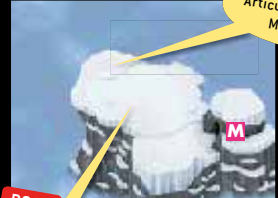
Sneasel ×5  
Weavile ×2MISSION 9  
One more Spheal appears in Mission 15MISSION 9  
Pinchers 3  
Glaceon  
Infernape

Save Machine

QUEST  
Ninetales appears in Quest 33

0 13

Mt. Sorbet



BOSS

Articuno appears in Mission 15

BOSS

Typhlosion appears in Mission 9

0 14

Mt. Sorbet



POST-ENDING

Walrein appears post-ending

MISSION

Walrein appears in Mission 15

Huge Ice

×3

0 11

Mt. Sorbet

MISSION  
These are replaced with Prinplup in Mission 15

Solid Ice ×2

Rock

POST-ENDING  
Glaceon appears post-ending







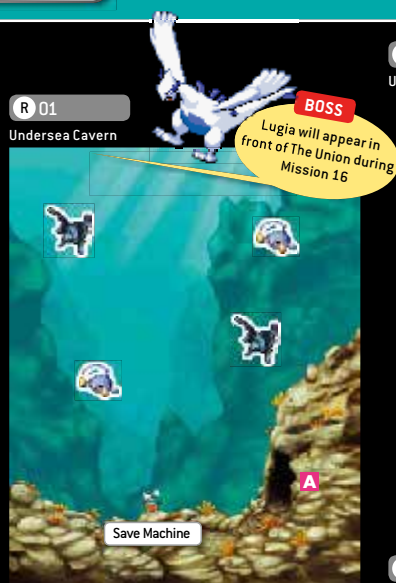


# Tilikule Island

Tilikule Monument

# Eastern Sea

Undersea Cavern



R 02 Undersea Cavern

R 03 Undersea Cavern

R 04 Undersea Cavern

R 07 Undersea Cavern

Reinforced Wire 4x2

MISSION 11 Pinchers 3 Tentacruel

The current rises here in Mission 16

## Pokémon Appearing in the Field

Pokémon	Poké Assist	Field Move	Details
Chinchou	Recharge	Recharge 11	P. 153
Huntail	Water	Crush 14	P. 154
Kingdra	Water	Crush 14	P. 155
Lanturn	Recharge	Recharge 1E	P. 153
Lumineon	Water	Cut 2	P. 184
Mantine	Water	Cut 4	P. 154
Octillery	Water	Crush 1E	P. 189
Owlfish	Water	Tackle 1	P. 189
Remoraid	Water	Crush 1	P. 189
Staraptor	Flying	Fly 1	P. 181
Tentacool	Water	Crush 1	P. 189
Tentacruel	Water	Crush 1E	P. 189

R 08 Undersea Cavern



O 01 Tilikule Monument



R 09 Undersea Cavern

R 10 Undersea Cavern







# Layuda Island

Mt. Layuda

S 05

Mt. Layuda

S 07

Mt. Layuda

S 06

Mt. Layuda

S 11

Mt. Layuda

BOSS

Zapdos appears in Mission 15

BOSS

Metagross appears in Mission 12

MISSION 12

Steelhead 4  
Magnezone  
Magnetron ×2  
Steelhead 5  
Luxray ×2

S 10

Mt. Layuda

Save Machine

S 04

Mt. Layuda

MISSION 12

Pinchers 1  
Swinub  
Hippopotas

S 09

Mt. Layuda

MISSION

One more Electrode appears in Mission 15

MISSION

One more Electrode appears in Mission 15

MISSION 12

Steelhead 3  
Electrode ×8

S 03

Mt. Layuda

Metal Fence

MISSION

One more Manectric appears in Mission 15

S 02

Mt. Layuda

ATTACKED!

MISSION 15  
Luxray ×2  
Manectric ×2

S 01

Mt. Layuda

Save Machine

POST-ENDING

Luxray appears post-ending

## Pokémon Appearing in the Field

Pokémon	Poké Assist	Field Move	Details
Ampharos	Recharge	Recharge	P. 145
Chimecho	Psychic	Teleport	P. 187
Drapion	Poison	Crush	P. 187
Electabuzz	Electric	Electrify	P. 162
Electivire	Electric	Electrify	P. 163
Electrode	Normal	Electrify	P. 162
Gliscor	Ground	Cut	P. 161
Hippopotas	Ground	Tackle	P. 190
Hippowdon	Ground	Crush	P. 190
Luxray	Electric	Electrify	P. 164
Magnetron	Recharge	Recharge	P. 162
Manectric	Electric	Electrify	P. 161
Piloswine	Ground	Tackle	P. 190
Swinub	Ground	Tackle	P. 190
Weavile	Dark	Cut	P. 177





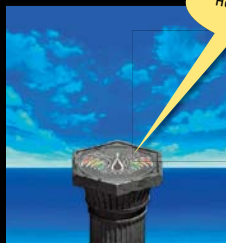
# Western Sea

Rainbow Dais

# Sky Fortress



T 01  
Rainbow Dais

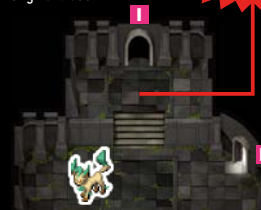


U 06  
Sky Fortress



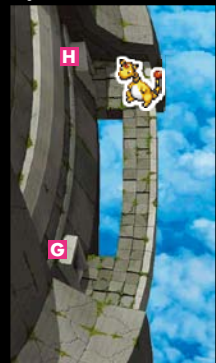
MISSION 14  
Steelhead 2  
Porygon-Z ×3

U 09  
Sky Fortress



MISSION 14  
Steelhead 5  
Rhyperior ×2

U 08  
Sky Fortress



MISSION 14  
Steelhead 4  
Gardevoir  
Gallade

MISSION 14  
Steelhead 3  
Aggron ×2

## Pokémon Appearing in the Field

Pokémon	Poké Assist	Field Move	Details
Ampharos	Recharge	Recharge [RECHARGE]	P. 145
Electivire	Electric	Electrify [ELECTRIFY]	P. 163
Gliscor	Ground	Cut [CUT]	P. 161
Hitmonlee	Fighting	Crush [CRUSH]	P. 160
Houndoom	Dark	Burn [BURN]	P. 188
Leafeon	Grass	Cut [CUT]	P. 157
Magmar	Fire	Burn [BURN]	P. 174
Magmortar	Fire	Burn [BURN]	P. 175
Magnemite	Recharge	Recharge [RECHARGE]	P. 161
Mismagius	Ghost	Psy Power [PSY POWER]	P. 170
Porygon-Z	Normal	Crush [CRUSH]	P. 163
Roserade	Grass	Cut [CUT]	P. 168
Toxicroak	Poison	Crush [CRUSH]	P. 150
Weavile	Dark	Cut [CUT]	P. 177

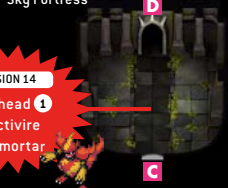
U 02  
Sky Fortress



U 05  
Sky Fortress



U 04  
Sky Fortress



MISSION 14  
Steelhead 1  
Electivire  
Magmaortar

U 07  
Sky Fortress



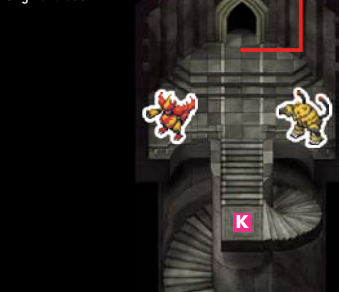
U 03  
Sky Fortress



U 01  
Sky Fortress



U 12  
Sky Fortress



U 11  
Sky Fortress



U 10  
Sky Fortress



MISSION 14  
Steelhead 6  
Scizor ×4

P. 22

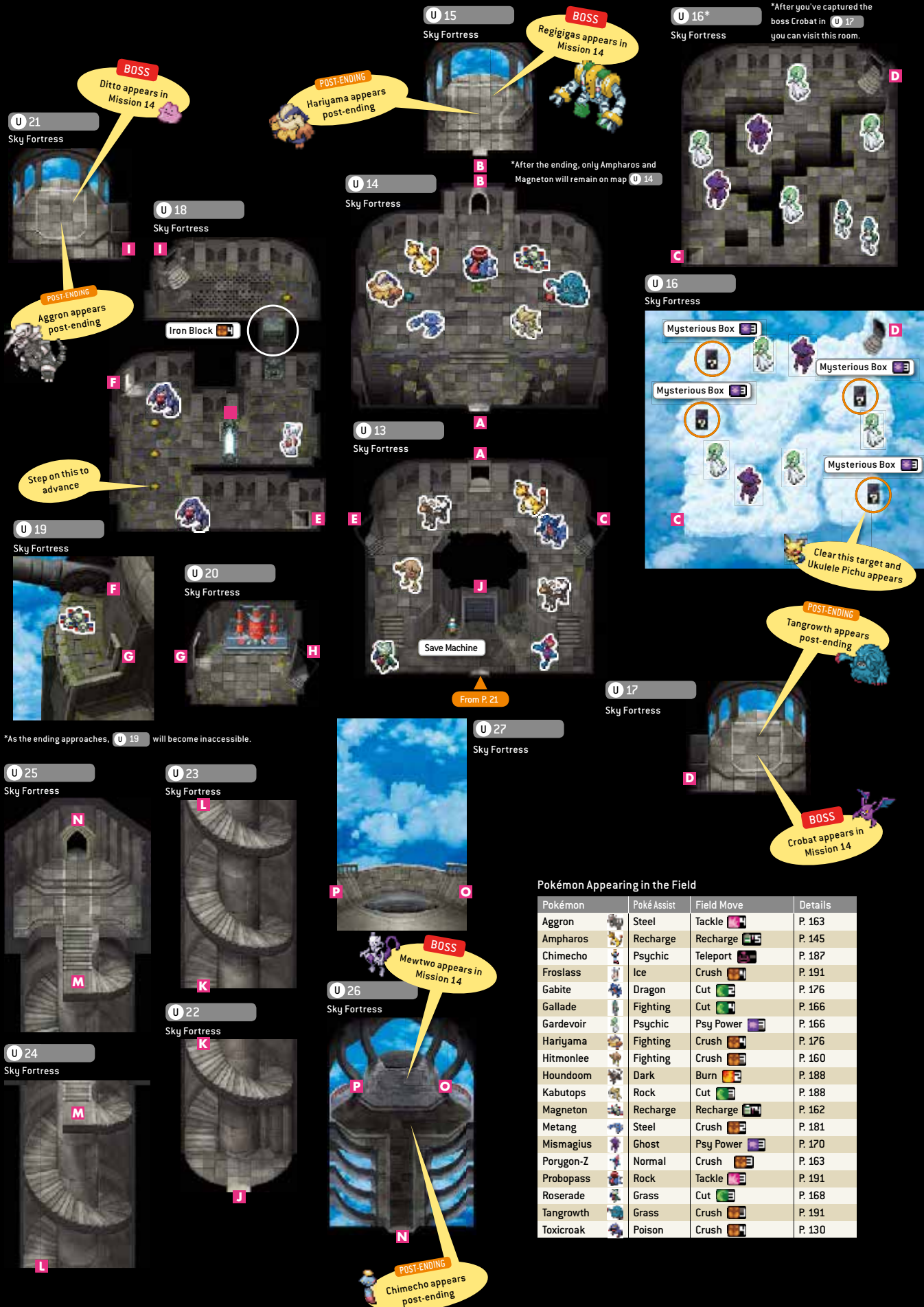
\*As the ending approaches, U 01 - U 08 will become inaccessible.





# Sky Fortress

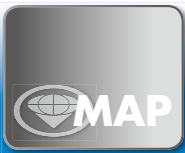
Continued



## Pokémon Appearing in the Field

Pokémon	Poké Assist	Field Move	Details
Aggron	Steel	Tackle	P. 163
Ampharos	Recharge	Recharge	P. 145
Chimecho	Psychic	Teleport	P. 187
Froslass	Ice	Crush	P. 191
Gabite	Dragon	Cut	P. 176
Gallade	Fighting	Cut	P. 166
Gardevoir	Psychic	Psy Power	P. 166
Hariyama	Fighting	Crush	P. 176
Hitmonlee	Fighting	Crush	P. 160
Houndoom	Dark	Burn	P. 188
Kabutops	Rock	Cut	P. 188
Magnetron	Recharge	Recharge	P. 162
Metang	Steel	Crush	P. 181
Mismagius	Ghost	Psy Power	P. 170
Porygon-Z	Normal	Crush	P. 163
Probopass	Rock	Tackle	P. 191
Roserade	Grass	Cut	P. 168
Tangrowth	Grass	Crush	P. 191
Toxicroak	Poison	Crush	P. 130





# Sky

The Pokémon that appear as you fly will follow one of the Patterns from 1 to 4.



## Pattern 1

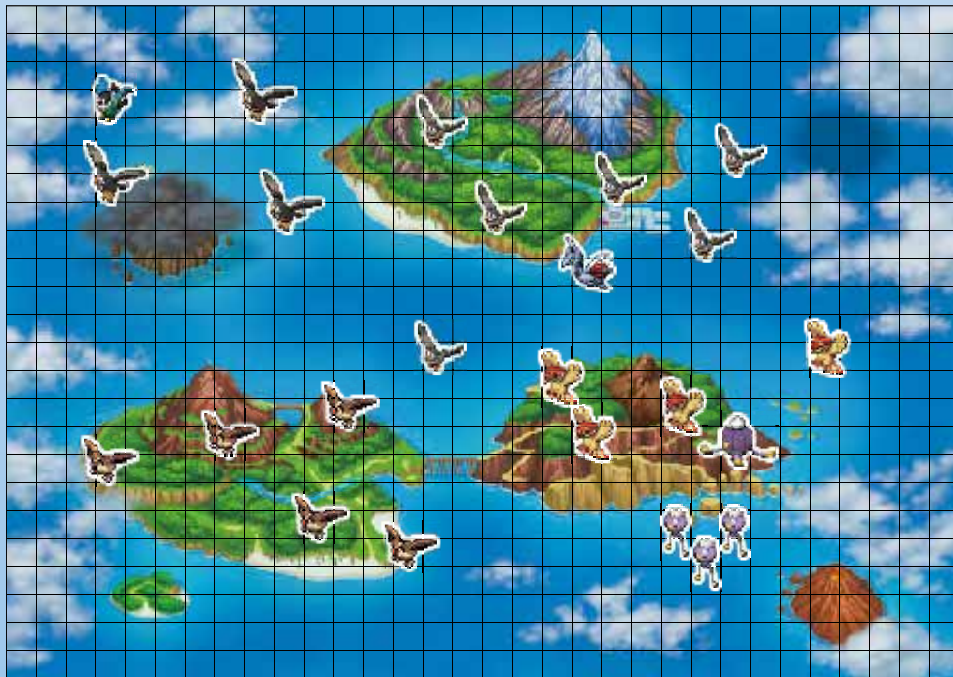


\*Chatot is difficult to catch using Staraptor, so try using Latios/Latias, called using the Ranger Sign, instead.

### Pokémon Appearing in the Field

Pokémon	Poké Assist	Field Move	Details
Chatot	Flying	Tackle	P. 182
Drifblim	Ghost	Psy Power	P. 182
Drifloon	Ghost	Tackle	P. 182
Pidgeot	Flying	Cut	P. 143
Pidgeotto	Flying	Cut	P. 143
Pidgey	Flying	Cut	P. 143
Staravia	Flying	Cut	P. 181
Starly	Flying	Cut	P. 181

## Pattern 2



\*Chatot and Skarmory are difficult to catch using Staraptor, so try using Latios/Latias, called using the Ranger Sign, instead.

### Pokémon appearing in the Field

Pokémon	Poké Assist	Field Move	Details
Chatot	Flying	Tackle	P. 182
Drifblim	Ghost	Psy Power	P. 182
Drifloon	Ghost	Tackle	P. 182
Pidgeotto	Flying	Cut	P. 143
Pidgey	Flying	Cut	P. 143
Skarmory	Flying	Tackle	P. 182
Staravia	Flying	Cut	P. 181
Starly	Flying	Cut	P. 181

\*Only Articuno, Moltres, Zapdos, Drifloon, and Drifblim will appear during Mission 15, "Calm the Sky's Rage!"





Sky

## Pattern 3



\*Chatot and Honchkrow are difficult to catch using Staraptor, so try using Latios/Latias, called using the Ranger Sign, instead.

## Pokémon Appearing in the Field

Pokémon	Poké Assist	Field Move	Details
Chatot	Flying	Tackle	P. 182
Drifblim	Ghost	Psy Power	P. 182
Drifloon	Ghost	Tackle	P. 182
Honchkrow	Dark	Cut	P. 152
Pidgeot	Flying	Cut	P. 143
Pidgeotto	Flying	Cut	P. 143
Pidgey	Flying	Cut	P. 143
Staravia	Flying	Cut	P. 181
Starly	Flying	Cut	P. 181

## Pattern 4



\*Skarmory, Chatot, and Togekiss are difficult to catch using Staraptor, so try using Latios/Latias, called using the Ranger Sign, instead.

## Pokémon Appearing in the Field

Pokémon	Poké Assist	Field Move	Details
Chatot	Flying	Tackle	P. 182
Drifblim	Ghost	Psy Power	P. 182
Drifloon	Ghost	Tackle	P. 182
Pidgeotto	Flying	Cut	P. 143
Pidgey	Flying	Cut	P. 143
Skarmory	Flying	Tackle	P. 182
Staravia	Flying	Cut	P. 181
Starly	Flying	Cut	P. 181
Togekiss	Normal	Cut	P. 169

\*Only Articuno, Moltres, Zapdos, Drifloon, and Drifblim will appear during Mission 15, "Calm the Sky's Rage!"



# How to Use This Book

Master All the Capture Methods!

## The World of Pokémon Ranger

This section gives you the nitty-gritty on capturing Pokémon, Poké Assists, Target Clears, and the Pokémon Ranger skills, all for easy reference when you don't understand something during gameplay.



P. 27

Finish the Story!

## Mission Clear Guide

This section explains how to solve the various puzzles in *Pokémon Ranger: Guardian Signs* so you can squeeze the most out of the story from start to finish. Included at the end are events that happen after the game's ending (post-ending).



P. 38

Clear All the Quests!

## Quest Clear Guide

This section explains the 52 different Quests in the game, including the Quest starting point, the requested Pokémon, and the Pokémon's general whereabouts. The post-ending Quests are included.



P. 87

Record All 301 Pokémon in the Browser!

## Browser Completion Guide

This section provides hints for capturing all of Oblivia's 301 Pokémon and recording them in your Browser. We also reveal how to meet Lugia, the final Pokémon.



P. 102

Test Your Capture Technique!

## Many Times, Anytime Capture Machine Guide

In this section, we explain the mechanics of the "Many Times, Anytime Capture Machine," available in Nema's laboratory in Rand's house. Use this guide with the map to earn an S Rank and rack up Ranger Points!



P. 106

Complete All the Wireless Missions!

## Wireless Multiplayer Mission Guide

This section provides detailed information, maps, and capture techniques for the Wireless Multiplayer Missions that can be played by up to four people. Use this easy reference when you have trouble defeating a boss or finding your way through the Mission.



P. 110

Read The Capture Hints!

## Pokémon Browser

This is an exhaustive resource on all 301 Pokémon that appear in *Pokémon Ranger: Guardian Signs*, including their locations and techniques for capturing them.



P. 142



# *The World of Pokémon Ranger*





# The World of Pokémon Ranger

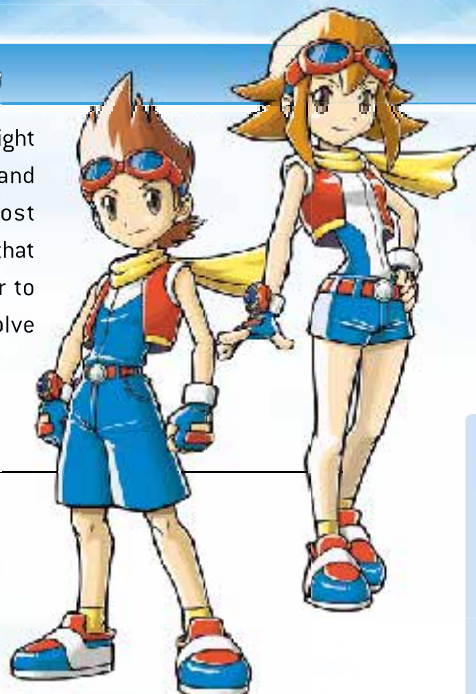
## Pokémon Rangers

Pokémon Rangers work day and night to keep the peace among people and Pokémon and to protect the most precious of resources: nature! To that end, they use the Capture Styler to recruit Pokémon to help them solve problems.

### Main Character (Boy/Girl)

#### Pokémon Ranger

A Pokémon Ranger is someone who is a member of the Ranger Union. Professor Hastings has sent him/her to the Oblivia region on an important Mission.



#### Ukulele Pichu

##### Partner Pokémon

Pokémon Rangers always work closely with a Partner Pokémon. In this adventure, your Partner Pokémon is a special Pichu who carries a blue ukulele.

### Capture Styler

This stores the Capture Disc and records Pokémon information to an internal Browser.



### Capture Disc

This loops around a Pokémon several times to convey the Pokémon Ranger's friendship and win the Pokémon's trust in a capture.



#### Professor Hastings

##### Ranger Union Senior Technology Consultant

Professor Hastings has called on the hero to stop the Pokémon Pinchers, whose activities threaten peace in the Oblivia region.

#### Murph

##### Ranger Union Public Relations

Murph works in Ranger Union PR, gathering information and assisting the Pokémon Rangers. He's also the captain of the ship The Union.



## Oblivia Region Inhabitants



#### Booker

Skilled craftsman and shipbuilder



#### Arley

Woodcutter living in Cocona Village

#### Edward

Doctor traveling around the Oblivia region



#### Rand

Oblivia region Area Ranger





**Kasa**  
A resident of the Aqua Resort

**Leanne**  
Archeologist searching for legends



**Nema**  
Young genius scientist

**Hocus**

A magician who is popular with children



## Pokémon Pinchers

This is a nefarious organization performing secret operations in the Oblivia region. They're controlling Pokémon and taking them from their homes, concealing their grand ambitions. They're led by Blue Eyes, Red Eyes, and Purple Eyes, as well as a shadowy figure who plots behind the scenes.



### Pokémon Pinchers

#### Members

These are the underlings of the Pokémon Pinchers. When they see Pokémon Rangers, they challenge them to a battle.



**Red Eyes**

#### Pokémon Pinchers Leader

The type of personality that likes to show off. Prefers one-on-one battles; stays away from group battles.



**Purple Eyes**

#### Pokémon Pinchers Leader

A cold-hearted personality. Thinks he can do anything and is very callous.



**Blue Eyes**

#### Pokémon Pinchers Leader

Is very calm and collected. She is kind to her teammates, but tries to hide it.

# About Pokémon Ranger: Guardian Signs

## So much to do! Five different areas of play!

There are five different areas of play in *Pokémon Ranger: Guardian Signs*. Even after the main story is finished, there's still so much to do!

### The Five Areas of Play

#### Main Story

The dramatic story full of ups and downs as you thwart the Pokémon Pinchers' nefarious plans. Take to ground, sky, and sea, working with Pokémon to restore peace in the Oblivia region.



P. 38

#### Quests

Quests are side stories that do not have a direct connection to the main story. Listen to the requests of these worried inhabitants, and help them out. There are 52 Quests in all.



P. 87

#### Browser Completion

Captured Pokémon are recorded in the Browser. There are 301 kinds of Pokémon living in the Oblivia region. Capture all the Pokémon, and record them in your Browser!



P. 102

#### Many Times, Anytime Capture Machine

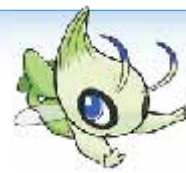
Meet many of the Pokémon that appeared in the main game as bosses, and challenge them to a rematch. Hone your skills and achieve an S-Rank capture of these Pokémon.



P. 106

#### Wireless Multiplayer Missions

These multiplayer Missions use the Nintendo DS's wireless capabilities. You can work together with your friends to solve puzzles and advance. These Missions are for one to four players.



P. 110

# Work with Pokémon to Take On Missions and Quests

## Complete your assigned Missions and protect people, Pokémon, and nature!

As a Pokémon Ranger, you'll be given Missions to help people, Pokémon, and even nature itself. Completing these Missions will take everything you have, so learning how to use your Pokémon Ranger skills is the first step.

### Use Pokémon Powers to Accomplish Different Tasks

Pokémon Rangers use their Capture Stylers to capture and befriend Pokémon. They can then use the Pokémon's powers to help people and solve problems. Here are the basic skills involved.

#### Basic Pokémon Ranger Skills

##### Capture

To make a capture, lasso the Pokémon with the Capture Styler to appeal to its heart. Captured Pokémon will assist you.





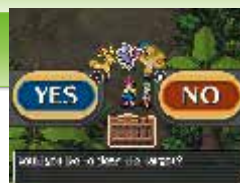
## Poké Assist

Pokémon can use Poké Assists to help you make captures. Each kind of Pokémon has its own Poké Assist.



## Target Clear

A Target Clear uses a Pokémon's Field Move to help you advance by destroying obstacles, moving large objects, or even putting out fires.



## Power Up Your Capture Styler

When you level up your Capture Styler, its maximum energy increases, its energy fully charges, and its power increases. To level up, you'll need to earn Exp. Points by capturing Pokémon. So get out there, capture as many Pokémon as you can, and build up that Styler!

### Capture Styler Level-up Effects:

**Raises the Capture Styler's maximum energy**

**Completely charges your Capture Styler energy**

**Increases the Capture Styler's power**



### Capture Styler Capacity by Level

Level	Energy	Power	Exp. Points Needed to Level Up	Level	Energy	Power	Exp. Points Needed to Level Up	Level	Energy	Power	Exp. Points Needed to Level Up
1	10	10	50	34	76	125	21,218	67	129	263	60,000
2	11	11	60	35	78	130	25,000	68	130	265	60,000
3	13	12	100	36	80	135	25,750	69	131	267	60,000
4	15	14	120	37	81	140	26,522	70	132	269	60,000
5	17	15	144	38	82	145	32,000	71	133	271	60,000
6	20	17	250	39	83	150	32,960	72	134	273	60,000
7	22	20	275	40	84	155	33,948	73	135	275	60,000
8	24	21	302	41	86	160	34,966	74	136	277	60,000
9	26	23	332	42	88	165	36,014	75	137	279	60,000
10	28	24	500	43	90	170	37,094	76	138	281	60,000
11	30	26	550	44	92	175	42,000	77	139	283	60,000
12	32	30	900	45	94	180	43,260	78	140	285	60,000
13	34	32	990	46	96	185	44,557	79	141	287	60,000
14	36	34	1,089	47	98	190	50,000	80	142	289	60,000
15	38	36	1,800	48	100	195	51,500	81	143	291	60,000
16	40	38	1,980	49	102	200	53,045	82	144	293	60,000
17	42	43	2,800	50	104	205	54,636	83	145	295	60,000
18	44	46	3,080	51	106	210	56,275	84	146	297	60,000
19	46	49	4,000	52	108	215	60,000	85	147	299	60,000
20	48	52	4,400	53	110	220	60,000	86	148	301	60,000
21	50	58	4,840	54	112	225	60,000	87	149	303	60,000
22	52	62	7,000	55	114	230	60,000	88	150	305	60,000
23	54	66	7,350	56	116	235	60,000	89	151	307	60,000
24	56	70	7,717	57	118	240	60,000	90	152	309	60,000
25	58	75	9,500	58	120	245	60,000	91	153	311	60,000
26	60	80	9,785	59	121	247	60,000	92	154	313	60,000
27	62	85	12,000	60	122	249	60,000	93	155	315	60,000
28	64	90	12,360	61	123	251	60,000	94	156	317	60,000
29	66	95	12,730	62	124	253	60,000	95	157	319	60,000
30	68	100	16,000	63	125	255	60,000	96	158	321	60,000
31	70	105	16,480	64	126	257	60,000	97	159	323	60,000
32	72	115	20,000	65	127	259	60,000	98	160	325	60,000
33	74	120	20,600	66	128	261	60,000	99	164	327	60,000

## Modify Your Capture Styler

During the course of your adventure, your Capture Styler can be modified. There are seven different ways to modify your Styler. Styler Modification requires Ranger Points, which are awarded for Mission Clear, Quest Clear, and S-Rank Pokémon captures.

### How to earn Ranger Points

**Clear Missions**

**Clear Quests**

**Achieve an S-Rank Pokémon Capture**

### When Ranger Points Are Awarded

Event	Frequency	Points	Total	Comments
Mission Clear	16	50	800	Awarded at Mission Clear, once only for every Mission.
Quest Clear	52	10–50	1,000	Awarded at Quest Clear, once only for every Quest.
S-Rank Capture	301	1	301	Awarded for S-Rank capture. Given only once for each Pokémon.
Total	369	—	2,101	

### Ranger Points Required for Modification

Entry	Max.	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8	Lv. 9	Lv.10	Total	Result
Energy Plus	Lv.10	30	30	30	30	30	30	30	40	40	50	340	Styler's maximum energy increases.
Power Plus	Lv.10	30	30	30	30	30	30	30	40	40	50	340	Styler's power increases.
Line Plus	Lv. 4	50	100	150	200	—	—	—	—	—	—	500	Line becomes longer.
Defense Plus	Lv. 3	80	160	250	—	—	—	—	—	—	—	490	Damage is reduced.
Charge Plus	Lv. 2	80	150	—	—	—	—	—	—	—	—	230	Power Charge becomes faster.
Recovery Plus	Lv. 2	50	50	—	—	—	—	—	—	—	—	100	Recovers energy with a capture.
Latent Power Plus	Lv. 2	50	50	—	—	—	—	—	—	—	—	100	Power increases when energy is low.
Level Totals		370	570	460	260	60	60	60	80	80	100	2,100	
Required Totals		940	1,400	1,660	1,720	1,780	1,840	1,920	2,000	2,100			



### Ranger Points Awards Summary

Achievement	Points	Achievement	Points	Achievement	Points	Achievement	Points
Mission Clear	50	Quest 13	15	Quest 27	20	Quest 41	10
S-Rank Capture	1	Quest 14	30	Quest 28	30	Quest 42	15
Quest 1	10	Quest 15	10	Quest 29	20	Quest 43	25
Quest 2	10	Quest 16	15	Quest 30	20	Quest 44	25
Quest 3	10	Quest 17	20	Quest 31	15	Quest 45	15
Quest 4	10	Quest 18	15	Quest 32	20	Quest 46	25
Quest 5	25	Quest 19	20	Quest 33	20	Quest 47	25
Quest 6	10	Quest 20	15	Quest 34	20	Quest 48	25
Quest 7	10	Quest 21	20	Quest 35	20	Quest 49	30
Quest 8	10	Quest 22	15	Quest 36	20	Quest 50	25
Quest 9	10	Quest 23	20	Quest 37	10	Quest 51	25
Quest 10	25	Quest 24	15	Quest 38	20	Quest 52	50
Quest 11	25	Quest 25	20	Quest 39	25		
Quest 12	20	Quest 26	20	Quest 40	20		

# Capturing Pokémon

Capture a wild Pokémon by connecting on an emotional level

Pokémon capturing is an essential Ranger skill for clearing Missions, Quests, and Wireless Multiplayer Missions. Master these techniques and you'll be able to capture all kinds of Pokémon!



## Master Pokémon Captures

### 1 Observe the Pokémon's behavior

When you start a capture, don't use your stylus right away. First, sit back and observe the Pokémon to get a feel for its movements and attacks. Every Pokémon, no matter how strong, has moments when it's easier to capture. Watch for them!



Watch for an opening to use the Capture Styler!

### 2 Draw a line around the Pokémon

Once you see your chance, use the stylus to make loops around the Pokémon. If the Pokémon starts to attack, change tactics: dodge by moving the Capture Disc behind the Pokémon, or simply lift the stylus off the Touch Screen. Patience is a virtue.



Stay calm or you'll ruin your chances!

### 3 Poké Assists are helpful in capturing agitated Pokémon

When Pokémon become agitated, it is difficult to convey your feelings of friendship with the Capture Styler. This is where Poké Assists become useful. Select the best Pokémon for a Poké Assist, and calm your targeted Pokémon down.



Pick the right Pokémon to put them in their place.

### 4 Build up the Friendship Gauge

When you begin a Pokémon capture, a Friendship Gauge will appear below the Pokémon. The gauge gradually fills as you draw loops around a Pokémon; once the gauge is full, the capture is complete. But if you stop the Capture Line in the middle of a capture, the Friendship Gauge will start to drop.



When this gauge is full, your capture is a success!



## Troubleshooting Pokémon Captures

If you miss a capture, don't psych yourself out and let your capture woes continue! There are plenty of reasons why a capture might have failed, so take a moment to make sure you have these key points covered.

### Important Tips for Successful Captures

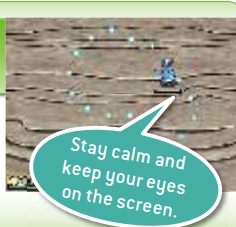
#### Point 1 Be sure to close the loop.

The number-one reason for failed captures? A Capture Line that doesn't connect. Make sure you draw clean, closed circles with the stylus.



#### Point 2 Don't touch the Pokémon with the Capture Line.

Draw the circle too small, and you risk touching the Pokémon inside. Consider the Pokémon's size and attack range, then draw your circles large enough to accommodate them.



#### Point 3 Keep the Capture Line short.

The longer the line, the greater the risk it will be hit by a Pokémon attack. If it's hit, it'll disappear, so keep the line as short as possible.



#### Point 4 Keep the stylus on the Touch Screen.

If you get too excited when you draw, the stylus could slip and lose contact with the Touch Screen. Stay calm and concentrate on keeping the stylus on the screen throughout the capture.



### Power Charge the Capture Styler

During the course of the game, Nema will upgrade your Capture Styler to give it the ability to Power Charge. To Power Charge, hold the Capture Disc in one spot to build up power and convey your feelings of friendship more strongly. Power Charging can speed up your captures as well.

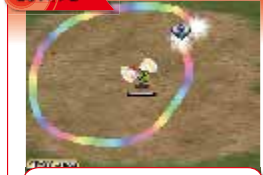
#### Level 1



Can be used after Mission 5

When the Capture Line becomes rainbow-colored, its power is doubled.

#### Level 2



Can be used after Mission 10

When the rainbow-colored Capture Line's thickness increases, its power is tripled.

## Use Your Skills in a Capture and Aim for the Top Rank

If you complete an S-Rank capture, you'll earn one Ranger Point. S Rank is related to the bonuses listed at right. Keep these in mind as you capture Pokémon.



#### Capture Rank

Rank	Points Needed
S	10+
A	5-9
B	0-4

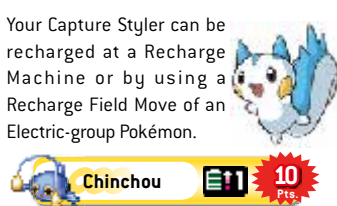
### Capture Bonus Summary

Battle Bonus	Points	Conditions
Rapid Capture	1	Complete capture in 20 seconds or less.
Mach Capture	3	Complete capture in 7 seconds or less.
Boss Capture	3	Earned after all boss battles, regardless of time (Rapid Capture, etc., will not be earned).
No Damage	2	Complete a capture without taking any damage (No Damage is grouped).
Charge Capture	5	Fill the Pokémon's Friendship Gauge while a Power Charge is in effect.
5 loops	1	Draw more than 5 loops.
10 loops	2	Draw more than 10 loops.
15 loops	3	Draw more than 15 loops.
20 loops	4	Draw more than 20 loops.
25 loops	5	Draw more than 25 loops.
30 loops	6	Draw more than 30 loops.
35 loops	7	Draw more than 35 loops.
40 loops	8	Draw more than 40 loops.
45 loops	9	Draw more than 45 loops.
50 loops	10	Draw more than 50 loops.
Rapid loop	1	Draw a loop in a Capture Battle in less than 0.2 seconds.
Mach loop	3	Draw a loop in a Capture Battle in less than 0.15 seconds.
Good Poké Assist	1	Earned for using a Poké Assist that at least one enemy Pokémon was weak against.
Pokémon No Release	1	Use one or more Poké Assists, but do not release any Pokémon.
10th capture	1	Complete your 10th capture of any one species of Pokémon.
100th capture	10	Complete your 100th capture of any one species of Pokémon.

\*Loop bonuses are earned only one at a time, for the largest amount of loops.

## Use Pokémon to Recharge the Capture Styler

Your Capture Styler can be recharged at a Recharge Machine or by using a Recharge Field Move of an Electric-group Pokémon.



# Poké Assists



## The powers of Pokémon can enable successful captures

Poké Assists are an important part of a successful Pokémon-capturing strategy. Utilizing the strength of your Friend Pokémon can turn the tables on a difficult capture, but if your Pokémon gets hit by an attack, it'll be released.

### Poké Assists Make Pokémon Captures Easier

A Poké Assist can be a good or bad matchup for the Pokémon you're trying to capture. Red and blue arrows can help you pick the Pokémon with the best matchup. Pokémon that have helped you will be able to do another Poké Assist after a certain time period has passed.

When the targeted Pokémon is agitated, your Capture Styler becomes much less effective. Use Poké Assists to calm your target down.

Match up Friend Pokémon

Effective against agitated Pokémon

Bad matchup

Good matchup

Red when agitated

### Pokémon with Status Effects Are Easier to Capture

Some Poké Assists can inflict status effects, which makes capturing the Pokémon much easier.

#### Status Effect Types and Results

Status Effect	Icon	Description
Slowed		Until the Slowed icon disappears, the Pokémon will move slowly.
Tired		Until the Tired icon disappears, the Friendship Gauge will not decrease.
Paused		Until the Paused icon disappears, the Pokémon will be unable to attack.
Stopped		Until the Stopped icon disappears, the Pokémon will be unable to move or attack.

About Pichu's Ukulele

Ukulele Pichu will also help you with captures by using its special power, Pichu's Ukulele. Pichu's appearance is random, but it tends to appear when the targeted Pokémon is agitated or when you don't have many Friend Pokémon.

Level up Pichu's Ukulele

Level	Description	Attack	Status Effect	Group
Start	Pichu will fire musical notes in the direction of the closest targeted Pokémon for a fixed period of time.	0.8 times Styler Power	—	Normal
1	Pichu will fire musical notes in all directions that will travel a little farther.	0.3 times Styler Power	—	Normal
2	Pichu will shoot electricity in all directions.	0.2 times Styler Power	—	Electric
3	Lightning will strike across the screen, and any Pokémon hit by the bolts will be Stopped.	2 times Styler Power	Stopped	Electric

# Target Clear

## Use Pokémon Field Moves to overcome obstacles

A Target Clear is when you use your Pokémon's Field Moves to remove obstacles in your path. Pokémon have different kinds of Field Moves, so be sure to capture a variety of Pokémon for Target Clears. There are some targets that require two or more Pokémon to work together.



### Pokémon Powers Will Help You on Your Journey

To do a Target Clear, first you need to determine the kind and strength of the Field Move that you need. Then, see if there are any Pokémon on your team that have that move. If there aren't, you'll have to search the area and capture one; often, the Pokémon you need are nearby.





# Check All Your Pokémon's Field Moves on the Upper Screen

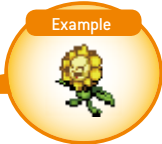
When you want to know which Field Moves you have on hand, just glance at the top screen. There, below each Pokémon's image, is an icon depicting the type and strength of its Field Move.



Field Moves are displayed here

## Field Moves Can Reveal Hidden Pokémon

Field Moves are primarily used for clearing obstacles, but they can also be used to uncover concealed Pokémon. Some wild Pokémon will camouflage themselves among environmental features such as Floating Leaves or Solid Snow. Use Field Moves to uncover these Pokémon.



Use the right Field Move on this Yellow Flower to find a Sunflora.

# Ranger Signs

## Draw Signs to Summon Pokémon

During your adventure, you will form bonds with certain Pokémon that want to help you. These Pokémon can be summoned by drawing their Ranger Signs.

<b>Raikou</b>  Found in-game. Use to ride Raikou.	<b>Entei</b>  Found in-game. Use to ride Entei.	<b>Suicune</b>  Found in-game. Use to ride Suicune.	<b>Latios</b>  Used for boy Ranger to ride Latios.	<b>Latias</b>  Used for girl Ranger to ride Latias.	<b>Sky Fortress</b>  Opens a door in the Sky Fortress. *4	<b>Ho-Oh</b>  Found in-game. *1	<b>Moltres</b>  Found in-game. *1	<b>Zapdos</b>  Found in-game. *1	<b>Articuno</b>  Found in-game. *1	<b>Lugia</b>  Found in-game. *2
<b>Graveler</b>  Received after Quest 37 [P.96].	<b>Jumpluff</b>  Received after Quest 45 [P.98].	<b>Hitmontop</b>  Received after Quest 31 [P.95].	<b>Bidoof</b>  Received after Quest 24 [P.93].	<b>Garchomp</b>  Hidden Sign. Must be recorded to summon. *3	<b>Metagross</b>  Hidden Sign. Must be recorded to summon. *3	<b>Celebi</b>  Received during Wireless Multiplayer Missions.	<b>Mankey</b>  Received after Quest 15 [P.91].	<b>Vulpix</b>  Received after Quest 19 [P.92].	<b>Buneary</b>  Received after Quest 26 [P.93].	<b>Croagunk</b>  Hidden Sign. Must be recorded to summon. *3

\*1Post-ending, you can summon Ho-Oh at the Rainbow Dais, Moltres at Falderra Volcano, Zapdos at Mt. Layuda, and Articuno at Mt. Sorbet for a rematch.  
 \*2After receiving Lugia's Sign, you can ride The Union from Tilt Village to use the Sign for a rematch.  
 \*3If you touch the "?? button in the Sign List, you can record hidden Signs by drawing them, but only if that Pokémon is recorded in your Browser.  
 \*4The Sky Fortress Sign cannot be recorded in the Sign List.

### Power Charge and Draw a Sign

Once Nema has upgraded your Capture Styler so it can do Power Charges, you can also draw Charged Signs. When you successfully draw a Sign while your Styler is charged,

the Pokémon you summon will be powered up [P.36]. This is an important technique.

# Getting Around with Pokémon

## Work with Pokémon to Go Anywhere in the Oblivia Region

In *Pokémon Ranger: Guardian Signs*, you can travel all over the Oblivia region riding on the backs of different Pokémon. You can call on these Pokémon for help when the road becomes impassable—or when you just want to get somewhere fast!



## Pokémon Can Help You Get Anywhere

### Raikou

Summon with a Sign. Use to jump over chasms and rivers.



When you can summon

From Mission 3 (P. 44)

### Entei

Summon with a Sign. Use to smash large rocks blocking your path.



When you can summon

From Mission 5 (P. 51)

### Suicune

Summon with a Sign. Use to run on rivers. Suicune can also step over wild Pokémon to avoid their attacks.



When you can summon

From Mission 8 (P. 60)

### Staraptor

Once you capture it, it will carry you through the sky. You can travel instantly to anywhere you've visited before.



When you can capture

From Mission 8 (P. 60)

### Latios

Boy Rangers can summon it with a Sign to fly through the sky. Touch the screen to fly faster.



When you can summon

From Mission 11 (P. 69)

### Latias

Girl Rangers can summon it with a Sign to fly through the sky. Touch the screen to fly faster.



When you can summon

From Mission 11 (P. 69)

### Smoochum/Chingling/Chimecho, and others

Some Pokémon have the Field Move Teleport. Using this move will allow you to instantly return to the entrance of a building or cave.



Habitat



Mt. Sorbet P. 17



Oblivia Ruins P. 18



Mt. Layuda P. 20



# A Few Tips

## Helpful Tips to Remember on Your Adventure

We've put together a few tips for you before you begin your adventure. These tips will get you through the rough spots so you can relax and have fun.



### 1 Powering Up Legendary Pokémon

If you Power Charge your Styler before drawing a Sign to summon a Legendary Pokémon like Raikou, Entei, Suicune, Latios, or Latias, they will be powered up when they appear. Raikou, Entei, and Suicune will frighten wild Pokémon so that they freeze in their tracks, and Latios and Latias will fly even faster. Try it and see!



### 2 Releasing Pokémon

You can only have up to seven Friend Pokémon with you at one time, so if you capture an eighth Pokémon, you'll have to let one go. This rule does not change through the course of the game. Incidentally, when you release a Pokémon that has the Field Move Recharge, it'll recharge your Capture Styler before it runs away.



### 3 Talking to Supurna to take Flying Pokémon with you

When riding Staraptor, Latios, or Latias and flying through the sky, you can capture other Pokémon in the air. However, the Pokémon in the air will not join you. If you'd like to have these Pokémon accompany you, go to the port in Aqua Resort and speak with Supurna. If the Pokémon you want is there, you can request it from Supurna.



Location  
Aqua Resort Port

### 4 Talking to Drowsy Guy and ... ?

Post-ending, you can visit the Drowsy Guy in the west plaza of Cocona Village, where you can view the end credits as many times as you like!



Location  
Cocona Village  
West Plaza

# Mission Clear Guide





# PROLOGUE

## Recommended Route

Location  
MAP

1 Western Sea 2 Dolce Island



Recommended Route	Necessary Field Moves	Available Quests
STEP 1 A Pokémon Ranger dispatched to the Oblivia region		
STEP 2 Capture the mysterious enemies' Pidgey		
STEP 3 Dodge the mysterious enemies' Plasma Cannon		
STEP 4 Your partner arrives, along with the enemies' leader		
STEP 5 Get knocked into the sea and lose your Styler		
STEP 6 Chase after Mantyke		
STEP 7 Get washed away by a large Submarine		
STEP 8 Enemies on mysterious machines attack Pichu		
STEP 9 Learn about your special Mission		
STEP 10 Wake up on the beach		
STEP 11 Capture the Pichu holding a ukulele		
STEP 12 Meet Booker from Renbow Island		
STEP 13 Head north while capturing Pokémon		
STEP 14 Pokémon help you Target Clear the Small Log	Cut	
STEP 15 Ursaring helps you move the Wooden Boat into the sea	Tackle	
STEP 16 Set off for Renbow Island with Booker		



\*This book is written depicting the male hero.  
The female hero's story does not have any large differences.

### STEP 1 A Pokémon Ranger dispatched to the Oblivia region

Mysterious enemies riding UFO-like machines are in pursuit of Latios/Latias. Suddenly a dashing young Pokémon Ranger (you, the hero!) appears. You've come to the Oblivia region on a special assignment from the Ranger Union.



### STEP 2 Capture the mysterious enemies' Pidgey

The mysterious enemies suddenly attack you with a Pidgey, challenging you to your first capture. Pidgey attacks using twisters, so try to loop it when the attacks stop. Once the Friendship Gauge is full, the capture is complete.



### STEP 3 Dodge the mysterious enemies' Plasma Cannon

After the battle, Latios/Latias gets away, upsetting the mysterious enemies. They shoot at you with a Plasma Cannon. The Control Pad makes dodging their shots on Staraptor easy.



### STEP 4 Your partner arrives, along with the enemies' leader

When the mysterious enemies' attack is over, you'll be joined by your partner, Summer/Ben. But the mysterious enemies' leader will also appear. Throwing yourself in front of Summer/Ben to protect your partner from the leader's furious attack, you fall into the sea.



### STEP 5 Get knocked into the sea and lose your Styler

Your partner is captured by the airborne enemies while you fall into the sea. You're in a real crisis, and what's worse, your cherished Capture Styler sinks to the bottom of the sea when you fall! As you try to reclaim it, a Mantyke grabs it and runs away.



### STEP 6 Chase after Mantyke

Hold your Nintendo DS vertically and chase after Mantyke. When the gauge above you turns blue, you can double-tap the screen to dive quickly. Dodge Mantyke's bubble attacks and double-tap to catch up with it!



### STEP 7 Get washed away by a large Submarine

Finally catching up to the Mantyke, you get your Styler back. As soon as you reattach it, the Voice Nav. goes off, warning you that a large object is drawing near. Suddenly the ground rumbles and you are washed away by a Submarine.



## Prologue

## Walkthrough



STEP 8

### Enemies on mysterious machines attack Pichu

Meanwhile, on Dolce Island in the peaceful Oblivia region, a Pichu with a ukulele is playing with its friends. Suddenly the mysterious enemies appear on the island. Using a tool called a Control Gauntlet, they take over the Pokémon one by one.



STEP 13

### Head north while capturing Pokémon

Once you've met Booker, the Pokémon on Dolce Island begin to appear. Mareep, Sunkern, Bulbasaur, and Sentret appear around the stump. If you return to the Southern Beach, you'll find Krabby and Wingull. Continue north (↑) while capturing Pokémon.



STEP 9

### Learn about your special Mission

At the Ranger Union, Professor Hastings gave you and your partner a special Mission that has brought you to the Oblivia region. There have been reports of a group called Pokémon Pinchers seizing Pokémon from their homes, and you've come to investigate and stop them.



STEP 14

### Pokémon help you Target Clear the Small Log

If you continue east (→) from Sentret's location, you'll find a Small Log blocking the path. Call on your Friend Pokémon for help performing a Target Clear. You'll need a Pokémon with the "Cut 1" Field Move, such as Wingull, Krabby, Bulbasaur, or Sunkern.



STEP 10

### Wake up on the beach

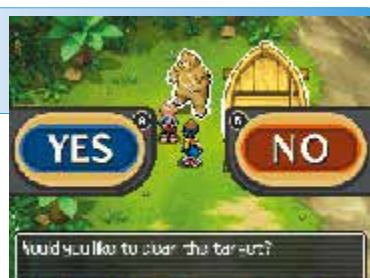
You wash up on a beach on Dolce Island, where you regain consciousness. Your Styler is waterlogged and malfunctioning. In order to recover the programming, you must enter your name. Once that is set, you continue north (↑).



STEP 15

### Ursaring helps you move the Wooden Boat into the sea

When you arrive at the Eastern Beach, you'll see Booker's boat on top of a cliff. You'll need to push this Wooden Boat down to the sea to use it. Capture the nearby Ursaring, and use it to perform a Target Clear on the Wooden Boat.



STEP 11

### Capture the Pichu holding a ukulele

When you reach the large stump, you'll meet a Pichu holding a ukulele and wandering aimlessly. Capture it to calm it down. When it stops attacking, circle it to fill its Friendship Gauge.



STEP 16

### Set off for Renbow Island with Booker

Speak with Booker on the beach and touch "Yes" to head off to Renbow Island. Ukulele Pichu will also join you in the boat.



STEP 12

### Meet Booker from Renbow Island

Pichu will play its ukulele, drawing the attention of an old man named Booker. He is a skilled shipbuilder and craftsman from the neighboring Renbow Island. Booker invites you back to Renbow Island, and you set out north (↑) for his boat on the Eastern Beach.





## Mission 1

# Drive the Pinchers out of the Woods!

### Recommended Route

Location  
MAP

- 1 Renbow Island Cocona Village - Teakwood Forest - Rasp Cavern
- 2 Dolce Island



Recommended Route	Necessary Field Moves	Available Quests
STEP 1 Those mysterious enemies are the Pokémon Pinchers!		
STEP 2 Mission Start! Chase those Pinchers!		
STEP 3 Capture Pokémon in Teakwood Forest		
STEP 4 Hoothoot helps you clear the Small Log	Cut	
STEP 5 Capture the Pinchers' Pokémon		
STEP 6 Weezing helps you clear the Round Rock	Tackle	
STEP 7 Drop down the ledge and meet Arley		
STEP 8 There's a Pokémon carving on that huge slate		
STEP 9 Pinchers steal the Emblem from the Monument		
STEP 10 Capture the Pinchers' Cranidos		
STEP 11 Discover Raikou while pursuing the Pinchers		
STEP 12 Chased off the Pinchers! Mission Clear!		
STEP 13 Cranidos helps you break the Rock	Crush	
STEP 14 Pichu ran off after its ukulele broke—go find it!		
STEP 15 Talk to Booker and accept the Quest		Quest 1 P. 87
STEP 16 Go to Dolce Island to find the ukulele material		*Available Quests will be listed in an order that allows them to be cleared smoothly and easily.
<b>BOSS</b> Capture Celebi in front of the Stone of Time		
STEP 17 To bygone days with Celebi		Quest 2 P. 87
STEP 18 Ukulele Pichu becomes your Partner Pokémon		Quest 3 P. 87
STEP 19 Head out toward Rand's house		Quest 4 P. 87

### STEP 1 Those mysterious enemies are the Pokémon Pinchers!



The boat that set off from Dolce Island arrives at Cocona Village on Renbow Island. Cocona Village is in chaos with the attack of mysterious enemies on UFO-like vehicles. Booker explains that these enemies are the Pokémon Pinchers, a group that kidnaps Pokémon.

### STEP 2 Mission Start! Chase those Pinchers!



Ralph, a village boy, reports that he saw the Pinchers head into Teakwood Forest. He says he saw Arley, a woodcutter from the village, give chase, and he's worried about him due to his age. Booker asks you to head to Teakwood Forest and investigate. Mission Start!

### STEP 3 Capture Pokémon in Teakwood Forest



From Booker's house, head north (↑) and west (←) to Teakwood Forest. Continue heading west (←) while capturing Pokémon. A Wooden Fence blocks your way. Since you don't have a Pokémon that can clear that target, head north (↑) to go around it.

### STEP 4 Hoothoot helps you clear the Small Log



Heading north (↑) from the western side of Teakwood Forest, you find a Small Log blocking your path. Capture the nearby Hoothoot, and have it do a Target Clear on the log so you can continue north (↑).

### STEP 5 Capture the Pinchers' Pokémon



East (→) of the main Rasp Cavern entrance, you'll find a rock blocking your path. Head north (↑) to that entrance instead. The Pinchers standing by the entrance will attack with a Buizel and a Croagunk. Take this chance to stop their attack and capture those Pokémon.

### STEP 6 Weezing helps you clear the Round Rock



Once you're in Rasp Cavern, head north (↑) into the cave. Capture the Weezing at the dead end, and use it to perform a Target Clear on the Round Rock blocking your path.

### STEP 7 Drop down the ledge and meet Arley



You can drop down the ledge just past the Round Rock, but remember, it's a one-way route. After you drop down, you'll meet the woodcutter Arley. According to Arley, the Pinchers were examining the nearby Monument.

## Mission 1

Drive the Pinchers out of the Woods!

## Walkthrough

STEP 8

## There's a Pokémon carving on that huge slate

Near Arley is a huge slate with an image of a Drapion carved into it. There's a Pokémon in the room behind this slate, and you can enter if you play the Wireless Multiplayer Missions. Check the sidebar (P. 140) for more details.



STEP 9

## Pinchers steal the Emblem from the Monument

Continue east (→) and you'll see the Pinchers hit the Monument with a suspicious beam. It looks like they're trying to remove the Emblem carved into the Monument. Pichu bravely stands up to the Pinchers, and its ukulele is broken in the struggle.



STEP 10

## Capture the Pinchers' Cranidos

The Pinchers attack with a Cranidos. Cranidos has a far-reaching attack, so you should lift the stylus from the screen and wait for the attack to finish. If you caught a Hoppip in Teakwood Forest, it would come in handy for an effective Poké Assist here.



STEP 11

## Discover Raikou while pursuing the Pinchers

The Pinchers say they've achieved their goal and begin to leave. As they start to fly off, Raikou appears! Raikou roars in anger and chases after the Pinchers running away on their UFO-like Z.Z. Flyers.



STEP 12

## Chased off the Pinchers! Mission Clear!

Arley begins to explain the story of Raikou and the Monument that the Pinchers broke. The Pinchers have successfully been driven off, but Pichu's ukulele was broken in the struggle. Mission Clear! You receive 50 Ranger Points.



STEP 13

## Cranidos helps you break the Rock

Head south (↓) and then west (←) to the dead end and capture the Cranidos. Then exit the cavern and clear the Rock to the west (←) before continuing through Teakwood Forest. Take Arley back to Cocona Village.



STEP 14

## Pichu ran off after its ukulele broke—go find it!

When you get back to Cocona Village, Edward is there. He's a doctor traveling the islands of the Oblivia region. After introductions, a nearby man mentions that he saw Pichu carrying a broken ukulele to Booker's house. Follow it.



STEP 15

## Talk to Booker and accept the Quest

When you enter Booker's house, you'll see a "..." mark above Booker's head. This is a signal that he has a Quest for you. Speak with Booker, and you can accept Quest 1 (P. 87). From this point on, you can take on Quests whenever you're free to roam.



STEP 16

## Go to Dolce Island to find the ukulele material

Head to Dolce Island with Nick to collect material to fix the broken ukulele. Head to the large stump on Dolce Island, and six Sunkern will appear. Capture them, collect the ukulele material from the stump, and return to Cocona Village.



BOSS

## Capture Celebi in front of the Stone of Time

Leave Booker's house and head to the plaza in the west (←) of Cocona Village, and Celebi will appear. This is the first Boss Pokémon. Boss Friendship Gauges appear at the top of the screen. Celebi moves very quickly, so you'll have to chase it and loop it.





## Mission 1

Drive the Pinchers out of the Woods!

## Walkthrough



STEP 17

### To bygone days with Celebi

Successfully capture Celebi, and it will take you back to the past. A young boy from that time, Ravio, appears to be Celebi's friend. After you listen to Ravio's tale about the temples and Steelhead, Celebi brings you back to your own time.



STEP 19

### Head out toward Rand's house

Booker will tell you about an Oblivia Area Ranger named Rand whose daughter is good with machinery. You can probably ask her to repair your Styler. From Cocona Village, head east (→) to Lapras Beach, and set out for Rand's house.



STEP 18

### Ukulele Pichu becomes your Partner Pokémon

Enter Booker's house, and see that the ukulele repairs are finished. Pichu is very happy! Leave the house, and Ukulele Pichu will follow. From now on, Ukulele Pichu will be your Partner Pokémon and will use its ukulele to help you with your captures!



## Mission 2

# Salvage the Sunken UFO!

### Recommended Route

Location MAP

1 Renbow Island Lapras Beach - Coral Sea - Curl Bay - Rand's House



Recommended Route	Necessary Field Moves	Available Quests
STEP 1 Listen to the girl's request—Mission Start!		
STEP 2 Capture Lapras for approval		
STEP 3 Go diving after the sunken UFO		
STEP 4 Corsola helps you break the Crumbling Wall	Crush 2	
STEP 5 Capture the attacking Clamperl and Horsea		
STEP 6 Chase after the Kingdra that knocked down the UFO		
STEP 7 Capture Chinchou to brighten your surroundings		
STEP 8 Capture the two attacking Sharpedo		
STEP 9 Recover the UFO—Mission Clear!		Quest 6 P. 88
STEP 10 Continue with Nema to Rand's house		
STEP 11 Confront the Pinchers that were chased by Raikou		
STEP 12 Capture two Buizel and a Shellos	Crush 1	
STEP 13 A fire at Rand's house!	Soak 1	
STEP 14 Totodile tries to quench the fire		
STEP 15 Three Pokémon help you put out the fire	Soak 2 x 3	
STEP 16 Follow Nema into Rand's house		

STEP 1

### Listen to the girl's request—Mission Start!

Continue to Lapras Beach east (→) of Cocona Village, and find two girls arguing. It seems the girl with the glasses wants to go out to sea with Lapras. One girl notices that you are a Pokémon Ranger and asks you to recover the UFO that sank into the sea.



STEP 2

### Capture Lapras for approval

Nixie says that even if you are a Ranger, if Lapras doesn't approve of you, it won't let you ride. Capture Lapras to gain its approval. Loop it while it's not attacking to raise its Friendship Gauge. Once you've captured it, it will let you ride out to sea on its back.



STEP 3

### Go diving after the sunken UFO

After listening to Nixie, touch "Yes" to visit the Coral Sea. Voice Nav. tells you it detects a metal object, so dive down. Land Pokémon, including Ukulele Pichu, cannot accompany you underwater.



## Mission 2

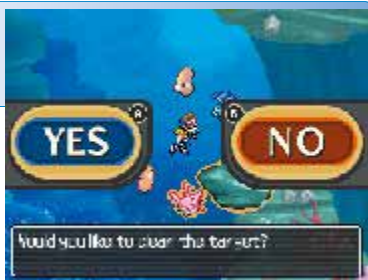
## Salvage the Sunken UFO!

## Walkthrough

STEP 4

## Corsola helps you break the Crumbling Wall

Underwater, there are some areas you can't go because of the strong current. Capture the nearby Corsola, and use its Field Move on the Crumbling Wall to continue farther underwater past the rocks blocking the current.



STEP 5

## Capture the attacking Clamperl and Horsea

As you approach the UFO stuck on the ledge, the nearby Clamperl and Horsea are startled and attack. When the two stop attacking and gather in the center of the screen, draw loops to capture them. Once they're captured, an angry Kingdra appears and knocks the UFO farther down into the sea.



STEP 6

## Chase after the Kingdra that knocked down the UFO

Kingdra disappears toward the seafloor with the UFO. Touch "Yes" to continue downward, and turn your Nintendo DS vertical to chase after it. Dodge the bubbles and twisters Kingdra sends out, and double-tap the screen to dive after Kingdra.



STEP 7

## Capture Chinchou to brighten your surroundings

You catch up to Kingdra, and the UFO drops to the bottom of the sea. As you continue down even farther, your surroundings become pitch-black. Capture a nearby Chinchou to light up the area. A yellow light is a Chinchou—a red light is either the UFO or a Sharpedo.



STEP 8

## Capture the two attacking Sharpedo

Dodge the charging Sharpedo and continue your descent, finally finding the UFO (it's really a Z.Z. Flyer). You recover it and begin to return to the water's surface when two Sharpedo attack. Wait until they stop their attacks, and capture them one at a time.



STEP 9

## Recover the UFO — Mission Clear!

After you capture the Sharpedo, return to Lapras Beach for a Mission Clear! You'll receive 50 Ranger Points. The girl waiting for you introduces herself as Nema. She is the daughter of Area Ranger Rand.



STEP 10

## Continue with Nema to Rand's house

You tell Nema that you'd like to meet Rand, and she accompanies you on the way to Rand's house. Head east (→) from Lapras Beach to Curl Bay.



STEP 11

## Confront the Pinchers that were chased by Raikou

Head north (↑) through Curl Bay, and the Pinchers that Raikou chased earlier will appear. The Pinchers will attack with Piplup and Eevee. When the two get near each other, that's your chance to loop them together. Once you've captured them, the Pinchers run away.



STEP 12

## Capture two Buizel and a Shellos

Before you continue north (↑) to Rand's house, capture two Buizel and a Shellos in Curl Bay. You'll need their assistance later. To find Shellos, use a Munchlax or Aipom to Target Clear the Small Rock.



STEP 13

## A fire at Rand's house!

Continue north (↑) to Rand's house, and you'll see a fire has broken out on the east end of the house. Hurry up and put it out! To put out the fire, you'll need the Field Move "Soak 1." Buizel and Shellos both have "Soak 2," which is more powerful than you need, so hold on to them for now.





Mission 2

Salvage the Sunken UFO!

Walkthrough

STEP 14

Totodile tries to quench the fire

Near Rand's house is a Totodile with the "Soak 1" Field Move. Capture the Totodile, and use it to perform a Target Clear on the fire. But the fire doesn't go out—it spreads!



STEP 16

Follow Nema into Rand's house

Thanks to the Pokémon, the fire has finally been extinguished. In order to confirm that the fire is out, Nema asks you to carry the Z.Z. Flyer, and then runs into Rand's house. Follow Nema into the house.



STEP 15

Three Pokémon help you put out the fire

With your stylus, connect the two Buizel and the Shellos to the Huge Fire, and "OK" will be displayed above their heads. Touch "Yes" and they'll perform a team Target Clear. Finally, the fire is successfully extinguished.



Mission 3

Liberate the Wireless Tower!

Recommended Route

Location MAP

1 Renbow Island

Rand's House - Latolato Trail - Mt. Latolato - Wireless Tower - Hinder Cape - Big Booker Bridge - Curl Bay - Lapras Beach - Cocona Village



Recommended Route	Necessary Field Moves	Available Quests
STEP 1 Styler Modification now possible thanks to Nema		
STEP 2 Head to the Wireless Tower to meet Rand		
STEP 3 Climb Mt. Latolato and capture Pokémon		
STEP 4 Press onward and confront the Pinchers		
STEP 5 Meet Rand and confront the Pinchers again		
STEP 6 Liberate the Wireless Tower—Mission Start!		
STEP 7 Lots of agitated Pokémon on 2F		
STEP 8 Gligar helps you break the Barricade	Cut	
STEP 9 Capture the Pinchers' Pichu to rescue it		
STEP 10 Cross the electrified floor		
STEP 11 Clear the Barricade and continue to 4F	Cut	
STEP 12 Open the Gate with a Pokémon's help	Electrify	
STEP 13 Capture the Pinchers' Pokémon and continue to 5F		
STEP 14 Proceed with caution—don't get blown away		
STEP 15 Two Hitmonchan help you clear a Huge Block	Crush	
STEP 16 Capture Pokémon to challenge Raikou		
STEP 17 Meet the Pinchers' leader for the first time on the roof		
BOSS Capture the agitated Raikou to calm it down		
STEP 18 Record Raikou's Sign		

Recommended Route	Necessary Field Moves	Available Quests
STEP 19 Safely drive out the Pinchers—Mission Clear!		
STEP 20 Chase the fleeing Pinchers to Hinder Cape		
STEP 21 Another meeting with a leader at the Big Booker Bridge		
STEP 22 Abandon the pursuit and return to Rand's house		
STEP 23 Ask Booker to repair the bridge		
STEP 24 Nick strengthens Pichu's ukulele		
STEP 25 Meet Celebi again on the way back to Rand's house		
STEP 26 Nema adds Sign Mode to your Styler		
STEP 27 Summon Raikou and cross the Big Booker Bridge		

Quest 7 P. 88

Quest 8 P. 88

\*Some Quests have requirements other than story progress before they appear. For more details, please refer to the "Quest Clear Guide" [P. 87].



## Mission 3

## Liberate the Wireless Tower!

## Walkthrough

STEP 1

## Styler Modification now possible thanks to Nema

Back at Rand's house, Nema notices that your Styler is malfunctioning, and before you can blink, she's repaired it and added a Styler Modification function as well. Styler Modification uses Ranger Points to strengthen your Styler (P. 30).



STEP 6

## Liberate the Wireless Tower—Mission Start!

Rand explains the situation at a nearby building. The Pinchers have taken over the Wireless Tower, and with them in control, it's impossible to contact the Ranger Union. You'll work with Rand to reclaim control of the Wireless Tower from the Pinchers—Mission Start!



STEP 2

## Head to the Wireless Tower to meet Rand

It seems that Rand is at the Wireless Tower, so you and Nema head out there to meet him. Leave Rand's house and head west (←), and then north (↑) on Latolato Trail. You can't go east (→) to Hinder Cape at this time.



STEP 7

## Lots of agitated Pokémon on 2F

Talk to Burkhardt and he'll recharge your Styler, then head out to the Wireless Tower. When you get to 2F, Rand will tell you about agitated Pokémon. Remember that Poké Assists are effective against agitated Pokémon (P. 33).



STEP 3

## Climb Mt. Latolato and capture Pokémon

Continue north (↑) on Latolato Trail and enter Mt. Latolato. If you keep heading north (↑) you'll reach the Wireless Tower. Bonsly will impersonate a Planted Tree, and you can use a Mudkip from Latolato Trail to perform a Target Clear.



STEP 8

## Gligar helps you break the Barricade

If you lose your footing in the Wireless Tower, you'll fall and have to begin again from that floor's entrance, so be careful. Continue north (↑) and you'll find a Barricade blocking your path. The nearby Gligar can help you clear it.



STEP 4

## Press onward and confront the Pinchers

Along the way, you'll find the Pinchers blocking your path. Capture the Pinchers' Ivysaur. Continue along the path, and the Pinchers will appear again in the middle of the bridge. Capture their Wobbuffet to chase them off.



STEP 9

## Capture the Pinchers' Pichu to rescue it

Just before the stairs to 3F, you'll find two Pinchers discussing Raikou. When they notice you and Rand, they'll send their Pichu to attack. It's one of the Pichu taken from Dolce Island. Capture it and set it free.



STEP 5

## Meet Rand and confront the Pinchers again

At the entrance to the Wireless Tower, you will encounter a gentleman having an argument with the Pinchers. This is Rand. It seems that the Pinchers have taken over the Wireless Tower. The Pinchers will attack with Gligar, Skuntank, and Aipom. When they gather together, draw loops around them to capture them.



STEP 10

## Cross the electrified floor

On 3F there is a narrow walkway with an electrified floor. Wait for the electricity to go out, and then rush across the floor. Along the way you'll see an agitated Voltorb. If you get too close, it will explode. The explosion will generate a gust of wind that can make you fall, so it's best to capture Voltorb instead.





Mission 3

Liberate the Wireless Tower!

Walkthrough

STEP 11

Clear the Barricade and continue to 4F

The path to the north (↑) is blocked by a Barricade. The nearby Gligar can help you clear that target. Make your way around the floor, capturing Elekid and Porygon2, and then take the western stairs to 4F.



STEP 12

Open the Gate with a Pokémon's help

On 4F, head south (↓) and capture the Shinx. Return to the stairs and head west (←) to the Gate. Either Shinx or an Elekid from 3F can clear this target so you can continue.



STEP 13

Capture the Pinchers' Pokémon and continue to 5F

Once you've passed the Gate, continue south (↓) and find the Pinchers waiting for you. They'll attack with an agitated Lairon and two Aron. Gligar's Poké Assist is effective here, so make sure it's available to quickly calm down the agitated Pokémon.



STEP 14

Proceed with caution—don't get blown away

On 5F there is a strong wind blowing from north to south. What's more, the floor is electrified. Wait in front of the passage for the electricity to stop, being careful not to get blown over. After heading south, (↓) continue east (→) and up to 6F.



STEP 15

Two Hitmonchan help you clear a Huge Block

On 6F are two Hitmonchan. They're needed for a Target Clear, so make sure to capture both. Continue east (→) and find the Huge Block obstructing your path. Use the two Hitmonchan to help you clear the target, and continue north (↑).



STEP 16

Capture Pokémon to challenge Raikou

Before the stairs, Rand explains a Poké Assist that works well on Raikou. Because Raikou is an Electric Pokémon, a Ground-group Poké Assist is effective, so you should capture a Gligar before heading upstairs. Once you're ready, touch "Yes" to continue to the roof.



STEP 17

Meet the Pinchers' leader for the first time on the roof

There's a Pinchers leader on the roof. While she contemplates how to destroy the antenna on the Wireless Tower, Raikou appears and sends down lightning, breaking the antenna. When you and Rand arrive, the Pinchers' leader leaves Raikou behind.



BOSS

Capture the agitated Raikou to calm it down

The agitated Raikou attacks! When its attack stops, quickly send out Gligar for a Poké Assist. When Raikou is attacking, it's easy to get hit, so look out. Also note that Raikou has a larger body than most of the Pokémon you've encountered so far, so you should draw slightly larger loops than usual.



STEP 18

Record Raikou's Sign

Once you've captured Raikou, its Sign will appear. The Styler Sign Registration screen will appear. Use the Sign on the top screen for reference, and draw the Sign on the Touch Screen. Once you're done, Raikou's Sign will be registered.



STEP 19

Safely drive out the Pinchers—Mission Clear!

Rand will tell you about Signs but will explain that he did not see Raikou's. At any rate, you've successfully captured Raikou and driven the Pinchers out of the Wireless Tower. That's Mission Clear! You'll earn 50 Ranger Points.





### STEP 20 Chase the fleeing Pinchers to Hinder Cape

At the Wireless Tower entrance, you meet Leanne and Burkhart. Burkhart has been questioning the apprehended Pinchers. But the Pinchers trick Burkhart and get away. You decide to pursue the runaway Pinchers and head east (→).



### STEP 24 Nick strengthens Pichu's ukulele

Hearing your news, Booker leaves his house in a hurry. Nick remains and asks if he can modify Pichu's ukulele. When he's finished, Pichu's Ukulele ability is now much more powerful (P. 33)!



### STEP 21 Another meeting with a leader at the Big Booker Bridge

Pursuing the Pinchers east (→), you catch up to them on the Big Booker Bridge. But suddenly a leader you've seen before, the one wearing red, appears on a Z.Z. Flyer. He throws a Voltorb that blows up the bridge, and escapes in the confusion.



### STEP 25 Meet Celebi again on the way back to Rand's house

Leave Booker's house and head back to Rand's house, and you'll run into Celebi again on the way. Celebi takes you back to the past again, where you meet Tanvir and Kira. They explain that there is something strange going on with the temples, and then Celebi brings you back to the present.



### STEP 22 Abandon the pursuit and return to Rand's house

Because the Big Booker Bridge is now broken, you and Rand have to stop pursuing the Pinchers. When you return to Rand's house, Leanne asks you to show her Raikou's Sign. She investigates for you. Rand heads out to repair the Wireless Tower.



### STEP 26 Nema adds Sign Mode to your Styler

When you get back to Rand's house, Leanne explains what she's discovered about Raikou's Sign. It's a symbol Raikou will respond to. Nema tinkers with your Styler and adds Sign Mode to it so you can summon Raikou.



### STEP 23 Ask Booker to repair the bridge

Before leaving, Rand asks you to speak with Booker about repairing the bridge. Leave Rand's house and head south (↓) to Curl Bay. Head west (←) past Lapras Beach and you'll reach Cocona Village and Booker's house.



### STEP 27 Summon Raikou and cross the Big Booker Bridge

If you open Sign Mode and draw Raikou's Sign, Raikou will appear! When you're riding on Raikou's back, you can jump across gaps in your path. Head to the Big Booker Bridge and touch the sparkling area to jump right over it.





Mission 4

# MISSION 4

## Investigate the Old Mansion!

### Recommended Route

Location Map

- 1 Mitonga Island** Tilt Village - Mitonga Road - Noir Forest - Old Mansion  
**2 Renbow Island** Big Booker Bridge - Hinder Cape - Latoloto Trail - Rand's House



Recommended Route	Necessary Field Moves	Available Quests
<b>STEP 1</b> Meet Murph at Tilt Village on Mitonga Island		
<b>STEP 2</b> Watch the magic show with the children		
<b>STEP 3</b> Investigate the Old Mansion—Mission Start!		
<b>STEP 4</b> The Old Mansion's gate is closed		
<b>STEP 5</b> Dodge the Dusclops in Noir Forest		
<b>STEP 6</b> Continue to the Old Mansion from Noir Forest		
<b>STEP 7</b> Three Misdreavus attack as you enter the Old Mansion		
<b>STEP 8</b> Find the Pinchers in the west corridor		
<b>STEP 9</b> Murph flees and gets lost		
<b>STEP 10</b> Capture Golbat and Vulpix		
<b>STEP 11</b> Vulpix helps you clear the Sticky Thread	← Burn 1	
<b>STEP 12</b> Capture two agitated Golbat		
<b>STEP 13</b> Clear the Metal Fence and return to the west corridor	← Cut 3	
<b>STEP 14</b> Two Golbat help you clear the Broken Cabinet	← Cut 3 × 2	
<b>STEP 15</b> Touch the bookcase on the other side of the room		
<b>STEP 16</b> Capture the Pinchers' Chikorita and Bayleef		
<b>STEP 17</b> The Pinchers leader Blue Eyes introduces herself		
<b>BOSS</b> Capture Blue Eyes's Meganium		
<b>STEP 18</b> Find the book you were looking for—Mission Clear!		
<b>STEP 19</b> Encounter Celebi and visit bygone days again		
<b>STEP 20</b> A mystery unfolds in the past		
<b>STEP 21</b> Capture the Steelhead's Piplup		
<b>STEP 22</b> Challenge the Wireless Multiplayer Missions		
<b>STEP 23</b> Murph in Tilt Village asks you to report to Rand		→ Quest 9 P. 89
<b>STEP 24</b> Take the report back to Murph in Tilt Village		→ Quest 15 P. 91
<b>STEP 25</b> Another Pinchers leader, Red Eyes, appears		→ Quest 37 P. 96
<b>STEP 26</b> Head to the Daybreak Ruins with Blue Eyes		

### STEP 1 Meet Murph at Tilt Village on Mitonga Island

From the Big Booker Bridge, continue east (→) to Tilt Village on Mitonga Island. There, Murph, head of PR for the Ranger Union, calls out to you. Professor Hastings has asked Murph to visit Tilt Village in search of a book written by a person named Amun.



### STEP 2 Watch the magic show with the children

Continuing east (→), you meet a magician named Hocus in the plaza. Hocus makes Ukulele Pichu disappear! But Pichu quickly returns with Doctor Edward, who has come to Tilt Village. The kids are excited.



### STEP 3 Investigate the Old Mansion—Mission Start!

Head south (↓) in Tilt Village, and Murph will show you The Union. Then you meet a gentleman in the east of Tilt Village who tells you of a mansion to the north (↑) that is full of books. The search for the book is a Mission Start!



### STEP 4 The Old Mansion's gate is closed

Head north (↑) from Tilt Village to Mitonga Road. Continuing north (↑), you see the gate to the Old Mansion. The gate is old and fairly solid, and it will not open, even when Murph throws his shoulder into it. Head east (→) from there and enter Noir Forest.



### STEP 5 Dodge the Dusclops in Noir Forest

In Noir Forest, there are six Dusclops wandering around, shining lights in front of them. Anything that touches that light is sent back to the forest's entrance. Hide in the gaps in the path and wait for the Dusclops to pass so you can sneak by. If you like, you can capture them from behind.



### STEP 6 Continue to the Old Mansion from Noir Forest

Exit Noir Forest to the north (↑) and you'll arrive at the Old Mansion. Continue west (←) to the mansion's entrance. Before entering, you should check out the perimeter. The gate to the south (↓) can be opened with just a touch when approached from the north.



## Mission 4

## Investigate the Old Mansion!

## Walkthrough

STEP 7

## Three Misdreavus attack as you enter the Old Mansion

Enter the Old Mansion. The moment you enter, the door closes and three Misdreavus attack! They attack at different times, so it is difficult to capture all three at once. Once they're captured, head west (←).



STEP 8

## Find the Pinchers in the west corridor

Head north (↑) in the west corridor, and you'll see a Pincher enter from the door. Then you see a Dusclops push a Broken Cabinet in front of the door to block it. To Target Clear the Broken Cabinet, you'll need two Pokémon with the Field Move "Cut 3."



STEP 9

## Murph flees and gets lost

Continue north (↑) out of the corridor and into the dining room. Plates on the table come flying at you. Murph is surprised and runs out of the room, falling through a hole in the corridor! It's not good to be separated, but you should continue with your search.



STEP 10

## Capture Golbat and Vulpix

Capture the Golbat in the dining room. In order to avoid getting hit by the flying plates, it's best to keep moving. On the eastern side of the dining room is another exit. Head south (↓) from there and capture the Vulpix.



STEP 11

## Vulpix helps you clear the Sticky Thread

Heading south (↓), you see a Metal Fence blocking your way. Head east (→) and find the door blocked by the Sticky Thread. Vulpix helps you clear this target so you can enter the room on the other side.



STEP 12

## Capture two agitated Golbat

On the other side of the door, you find two agitated Golbat. These are required to Target Clear the Broken Cabinet, so capture them both. There aren't any Pokémon with an effective Poké Assist nearby, so use the Pokémon with you.



STEP 13

## Clear the Metal Fence and return to the west corridor

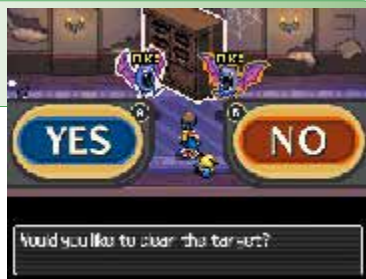
Return to the corridor and head south (↓). Golbat will help you clear one of the Metal Fence targets—either one is fine. Continue along the path and you'll return to the mansion's entrance. Head west (←) to the corridor with the Broken Cabinet.



STEP 14

## Two Golbat help you clear the Broken Cabinet

By now, you should have captured three Golbat and used one to perform a Target Clear on the Metal Fence. Use the remaining two to perform a Target Clear on the Broken Cabinet, and continue into the door.



STEP 15

## Touch the bookcase on the other side of the room

The room seems to be a dead end, except you can hear a voice on the other side of the bookshelves. Touch the bookshelves, and you'll discover a protruding book. Touch "Yes" to push the book. The bookshelf will move, and Murph will appear. Head north (↑) with Murph.



STEP 16

## Capture the Pinchers' Chikorita and Bayleef

Head east (→) and down the stairs, and you'll find the Pinchers lying in wait. They attack with Chikorita and an agitated Bayleef. Vulpix's Poké Assist is effective against these Grass-group Pokémon, so if you have a Vulpix with you, make sure to use its Poké Assist.



STEP 17

## The Pinchers leader Blue Eyes introduces herself

Touch "Yes" to continue into the room. A Pinchers leader is standing there. She introduces herself as Blue Eyes and observes that you've come here looking for Amun's book. She knows you haven't found the book yet and attacks with Meganium.



BOSS

## Capture Blue Eyes's Meganium

Meganium uses attacks that cover a large distance. Make sure to lift the stylus from the screen when it is attacking. As the Friendship Gauge fills, Meganium becomes agitated. You can use Vulpix's Poké Assist to calm it. Another option is Mightyena, whose Poké Assist can make Meganium Tired.





Mission 4

Investigate the Old Mansion!

Walkthrough

STEP 18 Find the book you were looking for—Mission Clear!

After you capture Meganium, Ukulele Pichu helps you apprehend Blue Eyes. Murph comes in and finds Amun's book, "Legends of the Oblivia Region." Mission Clear! You receive 50 Ranger Points.



STEP 19 Encounter Celebi and visit bygone days again

Murph escorts Blue Eyes to The Union, and you follow them out of the building. Celebi appears again and transports you back in time. It seems Celebi needs your help in the past.



STEP 20 A mystery unfolds in the past

Ravio, Tanvir, and Kira are in front of the temple. Ravio looks at Celebi, who has brought you here, and understands what Celebi is thinking. Suddenly a Steelhead appears from the temple. He seems to be manipulated by something and indeed looks strange.



STEP 21 Capture the Steelhead's Piplup

The Steelhead suddenly attacks with a Piplup. None of your Friend Pokémon are with you, not even Ukulele Pichu, so you cannot use a Poké Assist. Circle Piplup and capture it. Once Piplup is captured, the Steelhead runs away.



STEP 22 Challenge the Wireless Multiplayer Missions

After Tanvir and Kira ask you to help them resolve the incident at the temple, Celebi takes you back to the present. Now you can challenge the Wireless Multiplayer Missions! These are Missions that you can play alone or by teaming up with your friends (P. 110).



STEP 23 Murph in Tilt Village asks you to report to Rand

From the Old Mansion, head south (↓) back to Tilt Village. When you get near the port, Murph will call out to you and ask you to report to Rand. To get back to Rand's house, head west (←) to Hinder Cape and then south (↓).



STEP 24 Take the report back to Murph in Tilt Village

When you enter Rand's house, Rand and Leanne are waiting. Leanne will decipher the book you've found. Rand asks you to give a written report to Murph. Retrace your steps to return to Tilt Village.



STEP 25 Another Pinchers leader, Red Eyes, appears

After you've handed the report to Murph at the port in Tilt Village, the Pinchers' red leader appears and introduces himself as Red Eyes. He offers to trade Summer/Ben for Blue Eyes. Red Eyes tells you he'll be waiting at the Daybreak Ruins and leaves.



STEP 26 Head to the Daybreak Ruins with Blue Eyes

In order to help your partner, you have no choice but to do as Red Eyes requests. Murph briefly returns to The Union and comes out escorting Blue Eyes. With Blue Eyes in tow, head east (→) from Tilt Village toward the Daybreak Ruins.



Level up a Temple Partner in Wireless Multiplayer Missions, and call on it in the main story!

The new Wireless Multiplayer Missions are a separate adventure from the main storyline. You can play with your friends, and the Temple Partners you level up and strengthen can help you in the main story. For more information, check the Wireless Mission guide (P. 110).



## Mission 5

## Rescue Summer/Ben!

## Recommended Route

Location  
MAP

- 1 Mitonga Island Mitonga Road - Daybreak Ruins - Tilt Village
- 2 Renbow Island Big Booker Bridge - Hinder Cape - Latolato Trail - Rand's House



Recommended Route		Necessary Field Moves	Available Quests
STEP 1	Pinchers attack on Mitonga Road		
STEP 2	Enter the Daybreak Ruins—Mission Start!		
STEP 3	Continue on your way in, capturing Pokémon		
STEP 4	Natu or Kirlia can help you clear the Psychic Wall	Psy Power 1	
STEP 5	Continue north—Pinchers attack		
STEP 6	A Pokémon helps you light the Mysterious Orb	Psy Power 1	
STEP 7	Adjust the mirrors to light the statue	Psy Power 1	
STEP 8	Capture two Quilava		
STEP 9	Capture the Pinchers' Xatu		
STEP 10	Capture Bibarel in preparation for the fight with Entei		
STEP 11	Capture the Pinchers' Pokémon		
STEP 12	Capture the agitated Mankey		
STEP 13	Two Quilava help you clear the Roadblock	Burn 2x2	
STEP 14	Target Clear two Mysterious Orbs	Psy Power 1	
STEP 15	Mankey helps you clear the Short Pillar	Crush 2	
STEP 16	Hit the statue in the middle with light from two directions		
STEP 17	Entei suddenly attacks!		
BOSS	Capture the agitated Entei to calm it down		
STEP 18	Record Entei's Sign		
STEP 19	Rescue Summer/Ben—Mission Clear!		
STEP 20	Summon Entei and return to Tilt Village		
STEP 21	Murph tells you that the bridge has been fixed		Quest 45 P. 98
STEP 22	Listen to Summer/Ben's report at Rand's house		Quest 41 P. 97
STEP 23	Learn the location of the Pinchers' headquarters		Quest 42 P. 97
STEP 24	Power Charge becomes usable thanks to Nema		Quest 24 P. 93
STEP 25	Return to Tilt Village and enter the cave		Quest 13 P. 90

STEP  
2

## Enter the Daybreak Ruins—Mission Start!

Continue north (↑) to the Daybreak Ruins' entrance. Upon entering, Blue Eyes asks you to show off your Ranger pose. You find out that Blue Eyes and even Red Eyes have admired the Ranger pose to the point that they've been thinking of their own unique poses.

STEP  
3

## Continue on your way in, capturing Pokémon

Continue north (↑) and the path splits in three directions. Head west (←) first, and capture a Kirlia or a Xatu. Next, head east (→). Capture a Baltoy or a Natu along the way.

STEP  
4

## Natu or Kirlia can help you clear the Psychic Wall

At the end of the path heading east (→), there's a door blocked by a Psychic Wall. If you've captured a Natu or a Kirlia, they can perform a Target Clear. Capture the Sableye in the room, return to the entrance, and take the path north (↑).

STEP  
5

## Continue north—Pinchers attack

Continuing north (↑), you encounter Pinchers, who attack with two Pichu. These Pichu were taken from Dolce Island. Capture and release them, then continue west (←).

STEP  
6

## A Pokémon helps you light the Mysterious Orb

Between the two entrances is a Mysterious Orb. Natu, Xatu, or Kirlia can perform a Target Clear on it, allowing you to enter the door to the right. Continue through that door.

STEP  
1

## Pinchers attack on Mitonga Road

Exit Tilt Village to the north (↑), and head east (→) on Mitonga Road. The Pinchers are waiting for you, and they attack with Quilava and Ambipom. It's difficult to loop them together, so try to capture them one at a time.





Mission 5

Rescue Summer/Ben!

STEP 7 Adjust the mirrors to light the statue

Along the wall are two mirrors. Touch each mirror once, then leave the room and continue through the door on the left. Perform a Target Clear on the Mysterious Orb by the door, and the statue is hit with a beam of light. You can now continue.



STEP 8 Capture two Quilava

Now that you've figured out the trick to the Mysterious Orbs, head east (→). Along the way are two Quilava. You'll need them to perform a Target Clear on the Roadblock that will appear later, so capture them both.



STEP 9 Capture the Pinchers' Xatu

Along the path, you encounter a Pincher who attacks with an agitated Xatu. Sableye's Poké Assist is very effective here, so if you have one with you, make sure to use it.



STEP 10 Capture Bibarel in preparation for the fight with Entei

Continue north (↑) to a place where the path branches in three directions. In the east (→) room are two Bibarel. You'll need their Poké Assist to help you catch Entei, so make sure to capture them here.



STEP 11 Capture the Pinchers' Pokémon

Return to the entrance and head north (↑). You encounter the Pinchers again, who attack with Bronzor, Sableye, and Bibarel. The Bronzor is agitated and attacking violently. When Ukulele Pichu appears in the capture screen, ask for its help immediately.



STEP 12 Capture the agitated Mankey

Once you've captured the Pinchers' Pokémon, head west (←). Near the entrance of the next room is an agitated Mankey. It can help you Target Clear the Short Pillar you will encounter later, so make sure to capture it now.



STEP 13 Two Quilava help you clear the Roadblock

Continue to the next room, and you'll see the Roadblock on the opposite wall. You'll need the help of two Quilava to clear this target. Once the Roadblock is out of your way, you can continue north (↑).



STEP 14 Target Clear two Mysterious Orbs

You arrive in a spacious room with a large statue in the center. The exit to the north (↑) is on top of a tall ledge, making it currently unreachable. For now, perform a Target Clear on the Mysterious Orbs, located in two different places in the room. The nearby Bronzor and Kirlia can help you.



STEP 15 Mankey helps you clear the Short Pillar

In the north (↑) part of the room is a Short Pillar. It's blocking the light from the Mysterious Orbs so it can't reach the statue. Mankey can perform a Target Clear on the Short Pillar. Afterward, you'll need to adjust several of the ten mirrors in the room.



STEP 16 Hit the statue in the middle with light from two directions



Adjust the mirrors to hit the statue with the light. Touch the mirrors marked above once each to change their positioning. Once you're successful, the statue will be hit with two beams of light, and you can continue north (↑).



## Rescue Summer/Ben!

## Walkthrough

STEP 17  
Entei suddenly attacks!

Continue north (↑) to the innermost room of the Daybreak Ruins. Inside is a Monument with an Involith, but Red Eyes is nowhere to be found. Suddenly Entei appears. Blue Eyes provokes Entei, and it attacks!

STEP 22  
Listen to Summer/Ben's report at Rand's house

Head west (←) through Hinder Cape, go south (↓) on Latolato Trail, and enter Rand's house. Summer/Ben planted a homing device in the Pinchers' hideout, but with a broken Styler, your partner can't track the device.

BOSS  
Group: Fire  
Capture the agitated Entei to calm it down

Entei uses five different attacks. While Entei is attacking, keep your Capture Disc out of the way. As the Friendship Gauge fills, Entei becomes agitated. Bibarel's Poké Assist can help! Position Bibarel behind Entei for an effective Poké Assist.

STEP 23  
Learn the location of the Pinchers' headquarters

In a flash, Nema repairs Summer/Ben's Styler! You see that the Pinchers' hideout is on the south coast of Mitonga Island. According to Rand, you should be able to reach it by going through the cave in Tilt Village.

STEP 18  
Record Entei's Sign

Once you've captured Entei, its Sign is displayed. Use the Sign on the top screen for reference, and draw Entei's Sign on the Touch Screen to register it. From now on, you can summon Entei to smash rocks blocking your path.

STEP 24  
Power Charge becomes usable thanks to Nema

Nema also upgrades your Styler and adds the Power Charge function! When charged, your Styler will communicate your feelings of friendship twice as strongly (P. 32). You can also use Power Charge in Sign Mode.

STEP 19  
Rescue Summer/Ben—Mission Clear!

Once you've recorded the Sign, Red Eyes appears. While one of his subordinates is stealing the Emblem from the Monument, the hostage exchange takes place, and you see Summer/Ben again. Red Eyes throws an Electrode and disappears, and it's Mission Clear! You receive 50 Ranger Points.

STEP 20  
Summon Entei and return to Tilt Village

Thanks to Electrode's explosion, you can no longer enter the Daybreak Ruins. The road to the east (→) is blocked by several large rocks. Summon Entei to smash the rocks. Head east (→) and then south (↓) and continue west (←) to return to Tilt Village.

STEP 21  
Murph tells you that the bridge has been fixed

Head south (↓) from Tilt Village and speak with Murph. Upon hearing of Summer/Ben's safety, Murph tells you that the repairs to the Big Booker Bridge are complete. You should report to Rand, so head back across the bridge to Rand's house.

STEP 25  
Return to Tilt Village and enter the cave

To reach the Pinchers' hideout, first return to Tilt Village. From Rand's house, head west (←), continue north (↑), and then go east (→). Upon arriving at Tilt Village, head to the cave in the south, which leads to the Dangerous Cliff.





## Mission 6

# Foil Blue Eyes's Operation!

### Recommended Route

- Location MAP
- 1 Mitonga Island Dangerous Cliff
  - 2 Submarine



Recommended Route	Necessary Field Moves	Available Quests
STEP 1 Find the Pinchers on the Dangerous Cliff		
STEP 2 Foil the operation—Mission Start!		
STEP 3 Cross the Dangerous Cliff within two minutes		
STEP 4 Leap onto the Submarine!		
STEP 5 Capture Sandslash and Gligar		
STEP 6 Capture two Luxio		
STEP 7 The two Luxio help you clear the Huge Gate	Electrify ⚡ × 2	
STEP 8 Capture the Pinchers' six Pokémon		
STEP 9 Break the Giant Cage and rescue Ukulele Pichu's friends	Cut ✂ × 2	
STEP 10 Dodge the patrolling Dusclops		
STEP 11 Continue, capturing the agitated Pokémon		
STEP 12 The Pinchers' two Rampardos attack		
STEP 13 Battle Blue Eyes's subordinates		
<b>BOSS</b> Capture Blue Eyes's Feraligatr		
STEP 14 Blue Eyes begins Plan Z		
STEP 15 The Submarine crashes nose-first into the seafloor		
STEP 16 Search for the Pichu and escape within 10 minutes		
STEP 17 Dodge the falling objects and steam		
STEP 18 Rescue the Pichu left behind		
STEP 19 Capture Furret on your way up		
STEP 20 Furret helps you clear the Debris	Tackle 🐾 × 3	
STEP 21 Skillfully dodge the steam jets		
STEP 22 Help the injured Blue Eyes and escape		
STEP 23 Successfully foil the operation—Mission Clear!		



### STEP 1 Find the Pinchers on the Dangerous Cliff

Coming out of the Tilt Village cave, you see two Pinchers on Z.Z. Flyers. After speaking with them, you find that Blue Eyes and her teammates are beginning some kind of large operation. The Pinchers say that they are departing in two minutes, and leave.



### STEP 2 Foil the operation—Mission Start!

The Pinchers ran to the east (→) of the Dangerous Cliff. Pursue them and put a stop to the operation. Mission Start! Your Voice Nav. reminds you that you do not have much time.



### STEP 3 Cross the Dangerous Cliff within two minutes

First, summon Entei to smash the rocks so you can continue. You'll also need to summon Raikou to help you jump over gaps in the path as you continue east (→). If you do not reach the eastern point within two minutes, the time limit is extended to four minutes and you can try again.



### STEP 4 Leap onto the Submarine!

A Submarine is docked at the eastern point and seems about ready to leave. Leap onto it with Raikou's help! In order to look for the operation director, Blue Eyes, enter the Submarine through the hatch. Once you've entered, the Submarine dives, and you will not be able to exit.



### STEP 5 Capture Sandslash and Gligar

In the room to the east (→) are Sandslash and Gligar. You'll need them to clear a Giant Cage that will appear later, so capture both. Continue east (→) and you will find a door to the north (↑) and one to the south (↓). Head north for now.



### STEP 6 Capture two Luxio

Capture the Luxio in the room with the shipping containers, and then capture a second Luxio in the room to the south (↓). Then, head back to the room where you found Sandslash and Gligar, and go through the southern door.



## Mission 6

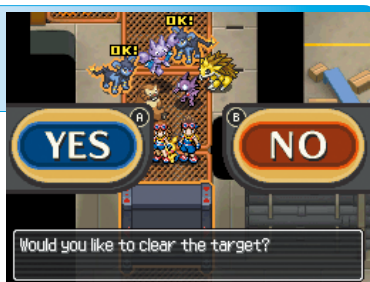
## Foil Blue Eyes's Operation!

## Walkthrough

STEP 7

## The two Luxio help you clear the Huge Gate

Continue south (↓) and you'll find a Huge Gate blocking your path. To clear it, you need two Pokémon with the Field Move "Electrify 2." The two Luxio you captured previously can perform this Target Clear so you can continue.



STEP 8

## Capture the Pinchers' six Pokémon

Head east (→) and you'll encounter Pinchers. They attack with three Gible and three Makuhita at once. Power Charge and wait for the six Pokémon to gather in one place, then loop them as quickly as you can, and it will be easy to capture them.



STEP 9

## Break the Giant Cage and rescue Ukulele Pichu's friends

Continue east (→), and Ukulele Pichu will suddenly run into the room to the north (↑). In the room is a Giant Cage. Sandslash and Gligar can help you by performing a Target Clear, and the Pokémon inside will escape. They had been taken from Dolce Island and imprisoned here.



STEP 10

## Dodge the patrolling Dusclops

Continue east (→) and find three Dusclops patrolling a room. And just like in Noir Forest, if their light touches you, you will be sent back to the entrance. Wait in the gaps in the path, and once the Dusclops has passed, sneak up behind it and capture it for a much easier passage.



STEP 11

## Continue, capturing the agitated Pokémon

In the room to the east (→), the Pinchers have five Makuhita and three Sneasel, and they get them agitated. To minimize the damage they'll do, you should capture them. There is also a Luxio in this room whose Field Move will come in handy later, so make sure to capture it.



STEP 12

## The Pinchers' two Rampardos attack

Continuing to the east, you'll reach another room where Pinchers are waiting. Capture the two agitated Rampardos that the Pinchers use to attack. Makuhita has an effective Poké Assist that will help calm them down.



STEP 13

## Battle Blue Eyes' subordinates

Continue east (→) and you'll reach the Submarine's control room. Before your confrontation with Blue Eyes, her subordinates will attack with a Totodile and a Croconaw. Luxio has a helpful Poké Assist for the agitated Croconaw, but even though it's agitated, take advantage and loop it quickly if it gets near Totodile.



BOSS

## Capture Blue Eyes' Feraligatr

Once you've captured the subordinates' Pokémon, Blue Eyes finally confronts you with her Feraligatr. As its Friendship Gauge fills, it becomes agitated, and Luxio's Poké Assist will come in handy. Makuhita also has a strong Poké Assist that will be helpful.



STEP 14

## Blue Eyes begins Plan Z

Once you've successfully captured Feraligatr, Blue Eyes gets a wireless transmission. It looks like bad news. Blue Eyes suddenly puts Plan Z into effect. As the operation begins, the Submarine begins to tilt, and the Pinchers run away.



STEP 15

## The Submarine crashes nose-first into the seafloor

You regain consciousness to find that the Submarine is now standing on end. It seems that Plan Z meant crashing the Submarine into the seafloor and running away. As you are contemplating an exit strategy, a Pichu cries out from above and drops down a ladder.





Mission 6

Foil Blue Eyes's Operation!

Walkthrough

STEP 16 Search for the Pichu and escape within 10 minutes

Upon climbing the ladder, you see one of the Pichu from Dolce Island that you rescued from the Giant Cage. You need to escape the Submarine within ten minutes while looking for the other three Pichu. If you do not make it out within ten minutes, the time limit will be extended to 15 minutes and you'll get another chance.



STEP 17 Dodge the falling objects and steam

Climb the orange wire netting to head up toward the hatch. Beware the falling objects and bursts of steam from the side. If hit, you'll take damage and fall. Keep an eye on your surroundings, and climb with caution.



STEP 18 Rescue the Pichu left behind

Continue to the next room and climb the netting to find another Pichu. It will automatically join you, so keep climbing. Head down, go left, and then up to the next room.



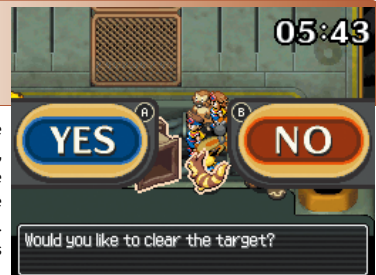
STEP 19 Capture Furret on your way up

Along the way, head up and right, and you'll be able to hear a Pichu's cry. Drop down momentarily, and then climb back up, head to the right, and drop back down. The Pichu will join you. Next, go up and capture the Furret to the right of the exit, continuing on.



STEP 20 Furret helps you clear the Debris

In the upper room, there is some Debris in the middle of the path, blocking you from climbing the netting. The Field Move "Tackle 3" is required for a Target Clear. Furret can help you clear this target. Once the Debris is gone, continue upward.



STEP 21 Skillfully dodge the steam jets

On the way to the upper room, you see five places for steam to jet out, and they blast steam diagonally at different intervals. Wait in a place that the steam doesn't touch, and pass after the steam has blasted. If you stick to the left side of the netting, it will be harder to get hit by the steam.



STEP 22 Help the injured Blue Eyes and escape

Once you reach the upper room, the timer will stop. Here Blue Eyes is pinned by a wooden crate and cannot move. Work with the Pinchers to help Blue Eyes escape. Blue Eyes is miffed that she had to accept help from an enemy, but you all manage to escape.



STEP 23 Successfully foil the operation—Mission Clear!

When you reach the water's surface, Blue Eyes and her subordinates have already disappeared. Fortunately, Murph comes up quickly on The Union. You've successfully foiled Blue Eyes's operation, so it's Mission Clear! You earn 50 Ranger Points.



## Mission 7

## Protect Moltres!



## Recommended Route

Location  
MAP

- 1 Mitonga Island Tilt Village 2 Renbow Island  
3 Dolce Island 4 Faldera Island

Big Booker Bridge - Hinder Cape -  
Latolato Trail - Rand's House - Curl Bay  
- Lapras Beach - Cocona Village

## Recommended Route

STEP 1 A hole opens on the bottom of The Union

STEP 2 Head to Booker's house to ask him to repair The Union

STEP 3 Booker runs out of his house in a hurry

STEP 4 Escort the Pichu home to Dolce Island

STEP 5 Blue Eyes sends you information in a letter

STEP 6 Return to Tilt Village to check on The Union

STEP 7 Ride The Union to Faldera Volcano

STEP 8 Protect Moltres—Mission Start!

STEP 9 Head north and meet the Pinchers

STEP 10 Continue along, disarming the Pinchers' traps

STEP 11 Dodge the attacks of the agitated Pokémon

STEP 12 Capture the Pinchers' Charameleon and Numel

STEP 13 Shelgon helps you clear the Rock Table

STEP 14 Capture three Shelgon

STEP 15 Three Shelgon help you clear the Rock Plate

STEP 16 Capture the Pinchers' Torchic and Combusken

STEP 17 Look for a Pokémon that can clear the Burning Rock

STEP 18 Capture two Gastrodon

STEP 19 Pokémon help you Target Clear the Burning Rock

STEP 20 Capture the Pinchers' Tyranitar

STEP 21 Draw Entei's Sign and chase Red Eyes

STEP 22 Stop the Pinchers trying to awaken Moltres

STEP 23 Moltres finally wakes up

STEP 24 Z.Z. Brothers attack

STEP 25 Repel the Z.Z. Sisters' interference

STEP 26 Red Eyes attacks!

**BOSS** Capture Red Eyes's Charizard

STEP 27 Moltres awakens—but still it's Mission Clear!

Quest 16 P. 91

Quest 22 P. 92

Quest 18 P. 91

Tackle

Tackle

Tackle

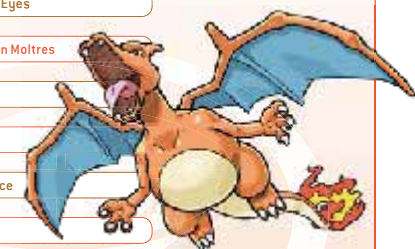
Tackle

Soak

Crush

Quest 20 P. 92

Quest 23 P. 93

STEP  
2

## Head to Booker's house to ask him to repair The Union

Returning to Rand's house, you speak with Rand about The Union, and he suggests that you ask Booker to repair the ship. You should head immediately to Cocona Village. From Rand's house, head south (↓) and then west (←) to arrive at Booker's house.

STEP  
3

## Booker runs out of his house in a hurry

When you enter Booker's house, Pichu's ukulele is strengthened (P. 33) as a thank-you for rescuing the Pichu from Dolce Island. You then report on the status of The Union, and Booker is surprised and leaves his house in a rush, headed for Tilt Village.

STEP  
4

## Escort the Pichu home to Dolce Island

Head to Dolce Island to escort the Pichu home. From Booker's house, head south (↓) and speak with the fisherman there. Touch "Yes" and he'll take you to Dolce Island. The Pichu are happy to be home and do a dance to show their appreciation.

STEP  
5

## Blue Eyes sends you information in a letter

When you return to Cocona Village, Ralph gives you a letter that he got from a pretty lady. The letter states that Red Eyes is headed for Faldera Volcano. Giving you this information is a thank-you from Blue Eyes for rescuing her in the Submarine.

STEP  
6

## Return to Tilt Village to check on The Union

It seems that the only way to reach Faldera Volcano is on a large boat. Wonder if The Union is fixed yet? From Cocona Village, head east (→), north (↑), and east (→) again to Tilt Village. It's a ways away, so riding Entei or Raikou would make it quicker.

STEP  
7

## Ride The Union to Faldera Volcano

Booker and Murph are at the port in Tilt Village. Booker is feeling nostalgic at seeing The Union again, and you learn that he built the ship when he was younger! Thanks to him, it's now seaworthy again.

STEP  
1

## A hole opens on the bottom of The Union

When you return to Tilt Village, Murph comes running up in a panic. It seems a hole has opened up in the bottom of The Union. To decide what the best course of action is, you head to Rand's house. From Tilt Village, head west (←) and then south (↓).





Mission 7

Protect Moltres!

STEP 8

Protect Moltres—Mission Start!

You stop to talk to Murph. Touch "Yes." Then take The Union to Faldera Island, where Red Eyes was headed. Head out and find Red Eyes, stop whatever plans he has, and, most importantly, protect Moltres. Mission Start!



STEP 9

Head north and meet the Pinchers

Head north (↑), and the Pinchers appear. They attack with Torchic and Phanpy. Wait for the attacks to stop, then loop them quickly. Once you've captured them, the Pinchers say something about activating devices and run away.



STEP 10

Continue along, disarming the Pinchers' traps

Continue north (↑). Thanks to the Pinchers, lava begins to flow, blocking the path forward. Phanpy can Target Clear the Round Rock, and Donphan can clear the Heavy Rock for you so that you can continue north (↑).



STEP 11

Dodge the attacks of the agitated Pokémon

Up ahead, all the Pokémon are agitated thanks to the Pinchers. Four Charmeleon throw fireballs, and five Numel spit pillars of fire. Continue along, dodging the attacks and capturing the Pokémon.



STEP 12

Capture the Pinchers' Charmeleon and Numel

The Pinchers are waiting where Charmeleon and Numel come out in a group. Capture the Charmeleon and Numel. Two of them are agitated. Phanpy and Donphan's Poké Assists are effective against these Fire-group Pokémon.



STEP 13

Shelgon helps you clear the Rock Table

After you've passed the mountainside hut, you reach an area with flowing lava. You cannot proceed until you clear two targets: a Rock Table and a Rock Plate. Capture the Shelgon near the Rock Plate, and it can help you Target Clear the Rock Table.



STEP 14

Capture three Shelgon

Once you've crossed the Rock Table, head north (↑) and capture the Shelgon. In the small cave nearby, there are two more Shelgon to capture.



STEP 15

Three Shelgon help you clear the Rock Plate

Return to the Rock Plate and use the three Shelgon for a Target Clear. The Rock Plate drops into the lava, and you can walk over it and head for the entrance to the north (↑).



STEP 16

Capture the Pinchers' Torchic and Combusken

When you enter the next room, the Pinchers appear from inside. They attack with Torchic and Combusken, both of which are agitated. Golem's Poké Assist is very effective in calming these Pokémon.



STEP 17

Look for a Pokémon that can clear the Burning Rock

Continuing north (↑), you find a Burning Rock blocking your path. The Target Clear requires two Pokémon with the Field Move "Soak 3." You haven't encountered any Pokémon with this move yet, so they must be in an area you haven't visited. Head west (←).



STEP 18

Capture two Gastrodon


Heading west (←), you find three Gastrodon. You'll need two of them for the Burning Rock. The remaining Gastrodon and the Marstomp near the hot spring have useful Poké Assists, so it's best to capture them as well.



Protect Moltres!


## Walkthrough

**STEP 19** Pokémon help you Target Clear the Burning Rock




Use the two Gastrodon to Target Clear the Burning Rock. Once the fire is extinguished, the rock becomes a Volcanic Rock. The nearby Primeape or Pupitar can help you clear that target. Once you've cleared the obstacle, continue along the path.

**STEP 20** Capture the Pinchers' Tyranitar




Pressing on to the north (↑), you meet some Pinchers with an agitated Tyranitar. Gastrodon, Marstomp, Primeape, and Larvitar all have an effective Poké Assist that will help you calm down the Tyranitar.

**STEP 21** Draw Entei's Sign and chase Red Eyes



Continue west (←) and you'll find Red Eyes drawing Entei's Sign on a slate that blocks his path. The slate disappears, he passes through, and it reappears behind him. Draw Entei's Sign as Red Eyes did, and the path will open. Continue to the top of the mountain.

**STEP 22** Stop the Pinchers trying to awaken Moltres




At the top of the mountain, the Pinchers are trying to awaken Moltres. As you try to stop them, the Pinchers attack with two Scyther, one of which is agitated. Fire- or Rock-group Poké Assists will be effective against the Scyther.

**STEP 23** Moltres finally wakes up




As you make a successful capture, Moltres wakes up and flies away from the mountaintop. Red Eyes and his group give chase on their Z.Z. Flyers, and then Summer/Ben's Staraptor appears. Get near Staraptor and touch "Yes" to chase after Red Eyes!

**STEP 24** Z.Z. Brothers attack



In the sky, two Pinchers stand in your way. They're called the Z.Z. Brothers, and they shoot at you with a Plasma Cannon. Guide Staraptor to dodge their shots. They then attack with a total of ten Hoothoot and four Noctowl.

**STEP 25** Repel the Z.Z. Sisters' interference




The Z.Z. Brothers run away, and the three-member Z.Z. Sisters appear. They also attack by firing Plasma Cannons, so dodge the blasts. Using the Control Pad makes it easier to dodge. They then attack with a total of 12 Pidgey and four Pidgeotto.

**STEP 26** Red Eyes attacks!




The Z.Z. Sisters retreat, and finally Red Eyes makes an appearance. He lets loose a furious barrage of blasts from the Plasma Cannon for you to dodge. Wait for the Plasma Cannon to fire, and move in the opposite direction of the blast; this makes it difficult for Red Eyes to hit you. The Control Pad will make dodging easier.

**BOSS** Capture Red Eyes's Charizard



After the Plasma Cannon attack, Red Eyes attacks with his Charizard. Since you're in the air, you can't use any Poké Assists. While Charizard is attacking or moving across the screen, Power Charge your Styler in the corner of the screen and wait. When Charizard stops, quickly loop it as fast as you can.

**STEP 27** Moltres awakens—but still it's Mission Clear!



Once you've captured Charizard, Summer/Ben contacts you wirelessly. When you return to The Union, you report to Murph on the events so far. Even though you didn't protect Moltres, Murph praises your efforts and congratulates you on a wonderful Mission Clear! You receive 50 Ranger Points.



## Mission 8

# Appease Suicune's Wrath!

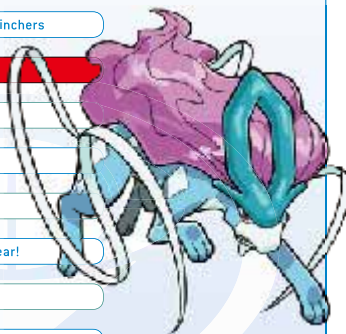
### Recommended Route

Location  
MAP

- 1 Renbow Island Rand's House - Latolato Trail - Hinder Cape
- 2 Sophian Island Aqua Resort - Sophian Road - Canal Ruins



Recommended Route	Necessary Field Moves	Available Quests
STEP 1 There's a hint to Articuno's whereabouts at Rand's house		
STEP 2 Confront the Pinchers in the storehouse on Hinder Cape		
STEP 3 Break the Giant Cage and release Staraptor	Cut 2 X 2	
STEP 4 Ride Staraptor to the Aqua Resort		
STEP 5 Capture Pokémon in the Oblivia skies		
STEP 6 Encounter the Pinchers in the skies over Sophian Island		
STEP 7 Meet Supurna, who loves bird Pokémon		
STEP 8 Kasa guides you to the weaver's shop...		
STEP 9 ...But the weaver isn't there right now		Quest 12 P. 89
STEP 10 Raikou can get you to the Canal Ruins		Quest 31 P. 95
STEP 11 Canal Ruins—Mission Start!		
STEP 12 Grotle and Forretress help you clear the Unstable Wall	Tackle 3 X 2	
STEP 13 Capture the Pinchers' Yanmega and Dodrio		
STEP 14 Pursue the Pinchers to the underground lake		
STEP 15 Pursue and capture the fleeing Gorebyss		
STEP 16 Two Huntail help you clear the Broken Pillar	Crush 3 X 2	
STEP 17 Chase the Gorebyss through the narrow passage		
STEP 18 Two Gorebyss help you clear the Wire Anchor	Cut 2 X 2	
STEP 19 Pursue the Pinchers down to Suicune's Monument		
STEP 20 The Pinchers attack with Seadra and Relicanth		
STEP 21 Back on land, Suicune is chasing the Pinchers		
STEP 22 Call Raikou and pursue Suicune and the Pinchers		
<b>BOSS</b> Capture and calm the agitated Suicune		
STEP 23 Record Suicune's Sign		
STEP 24 Find Weber on the other side of the river		
STEP 25 Call Suicune and help Weber		
STEP 26 All objectives accomplished—Mission Clear!		
STEP 27 Ancient writing appears on Weber's rug		
STEP 28 A tea party with The Societea		Quest 40 P. 97
STEP 29 Set out for Mt. Sorbet from Sophian Road		Quest 19 P. 92 Quest 21 P. 92



### STEP 1 There's a hint to Articuno's whereabouts at Rand's house

Rand reports that Red Eyes is aiming for Articuno, and Leanne explains that a rug from Aqua Resort contains a hint. Right now Summer/Ben's Staraptor is too tired to fly, so you have no way to reach Aqua Resort.



### STEP 2 Confront the Pinchers in the storehouse on Hinder Cape

Burkhart mentions that he saw the Pinchers at a storehouse on Hinder Cape. You head out to the storehouse with Rand. Upon entering the storehouse, the Pinchers attack with an agitated Ledian. Take on their challenge.



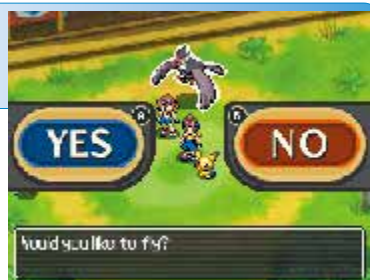
### STEP 3 Break the Giant Cage and release the Staraptor

The large box in the storehouse is actually a Giant Cage. If you go down the stairs in front of the storehouse, you'll find Pelipper and Ivysaur. They can do a Target Clear on the Giant Cage, and four Staraptor will come flying out. From now on, Staraptor will appear in many places around the region.



### STEP 4 Ride Staraptor to the Aqua Resort

The wild Staraptor can help you get to Aqua Resort! Capture a Staraptor in front of the storehouse. If you touch a Staraptor that is following you, you can fly around the Oblivia skies. Sophian Island is to the northeast (↑)(→).



### STEP 5 Capture Pokémon in the Oblivia skies

Chase after the Pokémon in the sky. If you select them, a capture battle will begin. Poké Assistants cannot be used in aerial battles. Furthermore, it is next to impossible to catch up to a Skarmory or Chatot in the sky right now. Try again after Mission 11.



### STEP 6 Encounter the Pinchers in the skies over Sophian Island

In the skies over Sophian Island, you find Pinchers on Z.Z. Flyers chasing Latios/Latias. The Pinchers don't like you getting in the way, and they attack with a total of nine Wingull and four Pelipper.



### STEP 7 Meet Supurna, who loves bird Pokémon

As soon as you touch down in Aqua Resort, Supurna comes over to talk to you. Supurna has a special talent for calling to the Pokémon flying in the sky. When you want to walk with the Pokémon you catch in the sky, speak with Supurna.





Mission 8

Appease Suicune's Wrath!

Walkthrough

STEP 8 Kasa guides you to the weaver's shop...

Head west (←) from where you meet Supurna, and a person appears, calling out to you. It's an older woman who lives in Aqua Resort, named Kasa. When you explain to Kasa that you are looking for a rug weaver, she tells you that his shop is to the west (←).



STEP 9 ...But the weaver isn't there right now

There's nobody at the weaver's shop. Head outside, and you'll run into Doctor Edward. He runs through in a hurry, telling you that Suicune made an appearance. Upon hearing that, an older woman mentions that the weaver, whose name is Weber, left for the Canal Ruins.



STEP 10 Raikou can get you to the Canal Ruins

From Aqua Resort, head north (↑) and then west (←) along Sophian Road, and you'll see the Canal Ruins. Along the way, you must pass over a river. Enter Sign Mode and call Raikou to help you jump over the river.



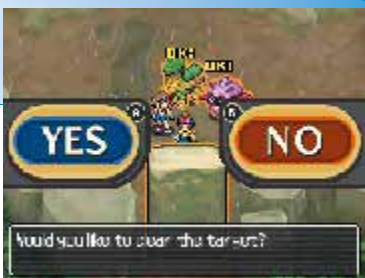
STEP 11 Canal Ruins—Mission Start!

The gentleman at the Canal Ruins tells you that some suspicious people are fighting with Suicune. It's the Pinchers! Protect Suicune and find Weber—Mission Start! The gentleman also mentions that if you ride Raikou and roar in certain places, Pokémon will appear.



STEP 12 Grotle and Forretress help you clear the Unstable Wall

The path is blocked by an Unstable Wall. Two Pokémon with Tackle 3 are needed to perform a Target Clear. If you have Raikou roar at the nearby thicket, a Forretress will appear. Grotle is in the dead end to the west (←).



STEP 13 Capture the Pinchers' Yanmega and Dodrio

From the Unstable Wall, head south (↓) and you'll find Suicune and the Pinchers pursuing it. Upon entering the dead end, the Pinchers attack with a Yanmega and an agitated Dodrio. Capture the two Pokémon and chase after the Pinchers again.



STEP 14 Pursue the Pinchers to the underground lake

Head east (→) to reach a river. Ride Raikou to jump from the dead end and continue south (↓) to the entrance to the underground lake. Land Pokémon cannot accompany you to the underground lake, but any Pokémon you caught in the Coral Sea will rejoin you underwater.



STEP 15 Pursue and capture the fleeing Gorebyss

You'll need a Gorebyss to clear a target soon. Once you enter the water, immediately head right and around the bend to capture the Gorebyss. Swim clockwise against the current in pursuit, and catch up to the Gorebyss in the left passage.



STEP 16 Two Huntail help you clear the Broken Pillar

From the spot you chased down Gorebyss, head straight to the right, and there is a Broken Pillar. Two Huntail can help you clear this target. After you clear the Broken Pillar, it falls, and you can travel through the long, narrow passage.



STEP 17 Chase the Gorebyss through the narrow passage

The second Gorebyss is in the narrow passage to the right of the place where you found the broken pillar. The narrow passage becomes a dead end where you can capture the Gorebyss. After you capture the Pokémon, exit the narrow passage, and head straight down to the lower left.



STEP 18 Two Gorebyss help you clear the Wire Anchor

Diving down to the left, you find the Pinchers. They set up a Wire Anchor to get in your way. Fortunately, your two Gorebyss can cut through it.





Mission 8

Appease Suicune's Wrath!

Walkthrough

STEP 19

Pursue the Pinchers down to Suicune's Monument

Head down from the Save Machine, and find the Pinchers who set up the Wire Anchor. One of them will flee down a chasm. Chase after him! The Pincher will attack with Plasma Cannon blasts. Head left and right to dodge, and double-tap the screen to dive quickly toward the Pincher.



STEP 20

The Pinchers attack with Seadra and Relicanth

Even though you've caught up to the Pinchers and you are underneath the ruins, another Pincher appears and steals the Emblem from the Monument. The Pinchers will attack with a Relicanth and an agitated Seadra.



STEP 21

Back on land, Suicune is chasing the Pinchers

From the underground lake entrance, head north (↑) and you'll find Suicune and Summer/Ben facing the Pinchers. Soon you'll need to capture Suicune, so in preparation for a Poké Assist, capture the two Lombre near the Save Machine.



STEP 22

Call Raikou and pursue Suicune and the Pinchers

Chase after the angry Suicune and the fleeing Pinchers. Call Raikou to help you jump across the river and continue west (←). Go around the corner and continue north (↑), and you find that the Pinchers are trying to take control of Suicune with a Control Gauntlet. Time to help it out!



BOSS

Capture and calm the agitated Suicune

Suicune has a variety of attacks. Be careful to observe Suicune's movement patterns as you carefully loop it. As the Friendship Gauge fills, Suicune becomes agitated. Lombre and Ludicolo have helpful Poké Assists to calm Suicune down.



STEP 23

Record Suicune's Sign

Once you've successfully captured Suicune, its Sign will be displayed. Record its shape in the Styler, and from now on you will be able to call Suicune with its Ranger Sign. When riding Suicune, you can walk across water and step to avoid wild Pokémon.



STEP 24

Find Weber on the other side of the river

From the north (↑) bank of the river, a voice calls out to you for help. The voice belongs to Weber, the rug weaver. Weber was caught by Pinchers on Z.Z. Flyers and was shaken off, but because he couldn't cross the river, he was left behind.



STEP 25

Call Suicune and help Weber

Ride Suicune, and head out to Weber's location. With Suicune, you can head out on the water from places where water droplets are rising from the waterside, so continue east (→). Head north (↑) around the bend, and from the spot you land, continue west (←) along the ground to meet Weber.



STEP 26

All objectives accomplished—Mission Clear!

You've protected Suicune from the Pinchers and located Weber, so it's finally Mission Clear! You receive 50 Ranger Points. Return to Weber's shop in Aqua Resort. There you can hear about a rug with Articuno's pattern woven into it.



STEP 27

Ancient writing appears on Weber's rug

In Weber's shop, there is a rug that has been handed down for generations. Leanne appears and deciphers the text on the rug that appears thanks to Pichu's electric shock. With Weber and Leanne's help, you now know that Articuno is atop Mt. Sorbet on Sophian Island.



STEP 28

A tea party with The Societea

Exit Weber's shop, and you'll see that Arley of Cocona Village, Hocus of Tilt Village, and Kasa of Aqua Resort are having a tea party. Doctor Edward joins them a little later. The members of The Societea explain that they have all known each other for a long time, since they were young and traveling the world.



STEP 29

Set out for Mt. Sorbet from Sophian Road

Head to Articuno's location on Mt. Sorbet. From the fountain where The Societea is meeting, head north (↑) on Sophian Road and enter the cave. Before you leave Aqua Resort, you might want to use the Save Machine to save your game.



Mission 9

# Chase After Red Eyes!

## Recommended Route



Location  
MAP

- 1 Sophian Island Mt. Sorbet
- 2 Renbow Island Rand's House - Cocona Village

Recommended Route	Necessary Field Moves	Available Quests
STEP 1 Search for Articuno—Mission Start!		
STEP 2 Avalanche! Take shelter behind the rock pillars		
STEP 3 Dodge Snover's ice balls		
STEP 4 Use the Recharge Machine in the hut		
STEP 5 On Red Eyes's orders, subordinates attack with Pokémon		
STEP 6 Cross another avalanche field		
STEP 7 Capture the waiting Pinchers' Pokémon		
STEP 8 Capture two Monferno		
STEP 9 Pokémon help you clear the Solid Ice	Burn 2 X 2 Crush 2	
STEP 10 Don't fall on the slippery floor!		
STEP 11 The Huge Ice is a target for another day		
STEP 12 Capture the Pinchers' Glaceon and Infernape		
STEP 13 Draw Suicune's Sign and pass the Monument		
STEP 14 Red Eyes awakens Articuno		
<b>BOSS</b> Capture Red Eyes's Typhlosion		
STEP 15 Get Red Eyes to give up—Mission Clear!		
STEP 16 Staraptor helps you return to Rand's house		
STEP 17 Rand invites you to Cocona Village		Quest 25 P. 93
STEP 18 Take the Hero's Trial at the Cocona Village Rainbow Festival		Quest 27 P. 94
STEP 19 Thanks to Booker and Nick, Ukulele Pichu's music is a success		Quest 26 P. 93
STEP 20 Murph asks you to return to Rand's house immediately		



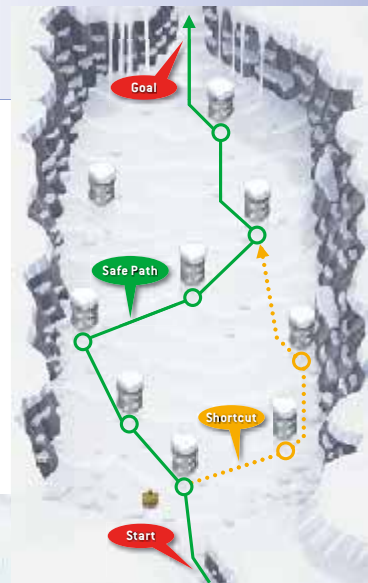
STEP 1

Search for Articuno—Mission Start!

After passing through a narrow tunnel, you find yourself in a snowy landscape. Red Eyes is probably climbing to the top of the mountain to find Articuno. Chase after Red Eyes—Mission Start!

### STEP 2 Avalanche! Take shelter behind the rock pillars

Continue up the mountain, and you'll arrive in an area prone to avalanches. You'll notice the rumbling as an avalanche approaches, so before it hits, hide behind the rock pillars. Once the avalanche stops, run to the next pillar. Use the map to the right as a guide, and follow the path from pillar to pillar north ( ↑ ).



### STEP 3 Dodge Snover's ice balls

Upon leaving the avalanche area and continuing along the path, you'll come to an area where Snover will attack you from a high platform by throwing ice balls. When the ice balls hit the ground, ice pillars will appear for a brief time. If you touch these, you'll take damage, so continue east ( → ) while dodging the ice balls.



### STEP 4 Use the Recharge Machine in the hut

Continue along the path, and you'll find a hut. Inside the hut is a Save Machine and a Recharge Machine. Make sure to use them! If you took any damage from the ice balls, it would be a good idea to recharge your Styler Energy.



### STEP 5 On Red Eyes's orders, subordinates attack with Pokémon

Exit the hut and head west ( ← ). Red Eyes will appear. He orders his subordinates to keep you busy and then runs off. The Pinchers attack simultaneously with Smoochum, Snover, and an agitated Granbull. Capture the three Pokémon.





Mission 9

Chase After Red Eyes!

STEP 6 Cross another avalanche field

After fighting the Pinchers, continue west (←), and then north (↑) along the path. You'll arrive at a second avalanche-prone area. This works in the same way as the last area. Consult the map to the right, running between the rock pillars and continuing north (↑).



STEP 7 Capture the waiting Pinchers' Pokémon

After passing through the avalanche area, continue east (→), and you'll encounter a group of Pinchers waiting for you. The Pinchers attack with Empoleon, Raichu, and an agitated Sneasel. Successfully capture these Pokémon and continue along the path.



STEP 8 Capture two Monferno

Continue east (→) and enter the small cave to find three Monferno. You'll need two of them for a team Target Clear. Also, Ice-group Pokémon are weak against Fire-group Poké Assists, so Monferno will be very useful on this snowy mountain!



STEP 9 Pokémon help you clear the Solid Ice

Exit the small cave and continue west (←) and then north (↑) through the opening. You find the Solid Ice blocking your path. Two Monferno can perform a Target Clear on the ice that will change it into a rock. A Lopunny can then Target Clear the rock.



STEP 10 Don't fall on the slippery floor!

Continue along the path from the solid ice and come out from the west (←) exit. In the next section, the floor is covered in ice. The path is narrow, and you'll continue sliding, so it's difficult to stay in one place. If you fall off the path, you'll be sent back to the entrance, so be careful walking.



STEP 11 The Huge Ice is a target for another day

In the south part of the slippery floor area is the Huge Ice target. This target requires three Pokémon with the Field Move "Burn 3," so you can't clear it yet. Remember this location and come back once you've caught the necessary Pokémon.



STEP 12 Capture the Pinchers' Glaceon and Infernape

Once you've passed through the slippery, narrow bend, you'll catch up to Red Eyes again. Red Eyes leaves his subordinates behind again and runs off to the top of the mountain. The Pinchers attack with a Glaceon and an Infernape for you to capture.



STEP 13 Draw Suicune's Sign and pass the Monument

The west (←) exit is sealed with a Monument. Draw Suicune's Sign here to continue to the top of the mountain. At the top, Red Eyes is waiting to battle you. It's a tough battle, so before heading to the mountaintop, save your game using the Save Machine.



STEP 14 Red Eyes awakens Articuno

At the top of the mountain, Red Eyes is trying to awaken Articuno. Upon awakening, Articuno flies off somewhere unknown. At the top of the mountain are also four Pinchers subordinates, but Red Eyes offers to take you on in a fair one-on-one fight. Take the challenge.



## Walkthrough

### BOSS Capture Red Eyes's Typhlosion

Empoleon and Prinplup have an effective Poké Assist against Typhlosion. As the Friendship Gauge fills, Typhlosion becomes agitated and unleashes a violent attack that covers most of the screen. Look for a place between the fire pillars that is difficult to attack, and hit with a Poké Assist.



### STEP 15 Get Red Eyes to give up—Mission Clear!

After you successfully capture the Typhlosion, Red Eyes praises your bravery and recognizes his own defeat. This is an undisputed Mission Clear! You receive 50 Ranger Points and return to the Mt. Sorbet entrance.



### STEP 16 Staraptor helps you return to Rand's house

Return to Rand's house to report on what happened at Mt. Sorbet and also to report that Red Eyes has decided to stop doing bad things. As soon as you leave Mt. Sorbet, you'll find a Staraptor. Capture the Staraptor, and take to the skies.



### STEP 17 Rand invites you to Cocona Village

Upon hearing of your victory against Red Eyes, Rand and Murph are very pleased. Rand then invites you and Summer/Ben to follow him, and leaves for Cocona Village. With Staraptor's assistance, visit Cocona Village.



### STEP 18 Take the Hero's Trial at the Cocona Village Rainbow Festival

At Cocona Village, everyone is preparing for a festival. You're asked to retrieve an important tool. Following the reference map to the right, step on each panel in Rasp Cavern only once. You'll receive the Rainbow Grail for use in the ceremony.



### STEP 19 Thanks to Booker and Nick, Ukulele Pichu's music is a success

The next morning, taking Booker's advice, Nick modifies Pichu's ukulele. The music flowing from the ukulele is finally perfect. Ukulele Pichu's Poké Assist is now much stronger—and when it ends, the targeted Pokémon will be Stopped with a lightning bolt! (P. 33)



### STEP 20 Murph asks you to return to Rand's house immediately

As you're talking with Booker and Nick, you receive a wireless transmission from Murph. It seems that some major incident has happened at Rand's house. Exit Booker's house and capture the nearby Staraptor, using it to fly quickly to Rand's house.





## Mission 10

# Rescue Nema and Leanne!

## Recommended Route

Location  
MAP

- 1 Renbow Island Rand's House
- 2 Sophian Island Aqua Resort - Sophian Road - Silver Falls - Oblivia Ruins



Recommended Route	Necessary Field Moves	Available Quests
<b>STEP 1</b> Rand is attacked, and Nema and Leanne are kidnapped		
<b>STEP 2</b> Follow Nema's signal to Silver Falls		
<b>STEP 3</b> Suicune helps you traverse the river on Sophian Road		
<b>STEP 4</b> Suicune's step helps you dodge the Carvanha		
<b>STEP 5</b> Enter the Oblivia Ruins—Mission Start!		
<b>STEP 6</b> Capture the Pinchers' Riolu		
<b>STEP 7</b> Continue east and capture Haunter		
<b>STEP 8</b> Haunter helps you clear the Psychic Cube	Psy Power	
<b>STEP 9</b> A Steelhead, a warrior from the past, appears		
<b>STEP 10</b> Dodge the patrolling Claydol		
<b>STEP 11</b> Capture the Pinchers' Slowking		
<b>STEP 12</b> Look for the room with the red door, according to Nema's message		
<b>STEP 13</b> Step on the switches to advance		
<b>STEP 14</b> The Steelhead's four Pokémon attack simultaneously		
<b>STEP 15</b> Rand reports to you wirelessly		
<b>STEP 16</b> Capture the Steelhead's four Claydol		
<b>STEP 17</b> Capture four Pokémon with Psy Power		
<b>STEP 18</b> The Pokémon help you clear the Psychic Cluster	Psy Power	X 4
<b>STEP 19</b> Enter the room with the red door once you capture the Pokémon		
<b>STEP 20</b> Rand comes running! Let's save Nema and Leanne		
<b>STEP 21</b> Leader Purple Eyes was the kidnapper!		
<b>BOSS</b> Capture Purple Eyes's Garchomp		
<b>STEP 22</b> Rescued the two safely—Mission Clear!		
<b>STEP 23</b> Leanne tells you of Zapdos's location		
<b>STEP 24</b> Nema strengthens your Styler's Power Charge		
<b>STEP 25</b> Encounter the Pinchers near Layuda Island		
<b>STEP 26</b> Chase the Pinchers and help Latios/Latias		
<b>STEP 27</b> Staraptor cannot dodge the lightning on Layuda Island		
<b>STEP 28</b> Head to Tilikule Island in search of Latios/Latias		



- Quest 32 P. 95
- Quest 38 P. 96
- Quest 29 P. 94
- Quest 30 P. 94
- Quest 36 P. 96

### STEP 1 Rand is attacked, and Nema and Leanne are kidnapped

When you enter Rand's house, you see Rand on the floor, unconscious. He quickly comes to, but Leanne and Nema have been kidnapped by the Pinchers. Furthermore, Rand can't remember which leader was responsible—Blue Eyes or Red Eyes.



### STEP 2 Follow Nema's signal to Silver Falls

Your Styler switches over to a homing device tracking mode, and you see that Nema's signal is coming from the middle of Sophian Island. Rand ventures a guess that the signal is coming from Silver Falls. Hop on a Staraptor and fly to Aqua Resort on Sophian Island.



### STEP 3 Suicune helps you traverse the river on Sophian Road

To get to Silver Falls, head north (↑) from Aqua Resort to the Sophian Road. Next, call Suicune using its Ranger Sign, and jump down to the water from the bridge. Follow the river west (←) to Silver Falls.



### STEP 4 Suicune's step helps you dodge the Carvanha

Suicune can step to dodge wild Pokémon. If you touch the Carvanha jumping up from the water, you'll take damage. Use Suicune's step continuously to get past the Carvanha. Incidentally, you can't capture the Carvanha here.



### STEP 5 Enter the Oblivia Ruins—Mission Start!

Upstream, you'll find a huge waterfall. From the pool under the waterfall, head west (←) onto land. The Oblivia Ruins are behind that waterfall. Once you've entered the ruins, you'll need to rescue Nema and Leanne—Mission Start!



### STEP 6 Capture the Pinchers' Riolu

Continue north (↑) in the cavern, and you'll meet the Pinchers. The Pinchers are surprised that you were able to find the ruins, and they attack with an agitated Riolu. Chingling has a Poké Assist that will calm this agitated Riolu.



### STEP 7 Continue east and capture Haunter

Head north (↑) to a stone-paved path that splits in three directions. For now head to the east (→). At the end of the eastern path is a room with Haunter in it. Capture it. Later on you'll need its help to perform a Target Clear on a Psychic Cube.





## Mission 10

## Rescue Nema and Leanne!

## Walkthrough

STEP 8

## Haunter helps you clear the Psychic Cube

Return to the crossroads and head north (↑) this time. Use the Haunter to perform a Target Clear on the Psychic Cube blocking your path. Once the Psychic Cube is gone, continue to the next floor via the stairs.



STEP 9

## A Steelhead, a warrior from the past, appears

Just as you reach the top of the stairs, a person appears and introduces himself as a Steelhead. The Steelhead orders you to leave and attacks with two agitated Gabite. Capture them, and the Steelhead says something strange about Claydol's judgment coming down.



STEP 10

## Dodge the patrolling Claydol

If Claydol's light touches you, you'll be sent back to the entrance. To avoid them, use the map to the right as a guide, and follow the numbers to the exit. Wait in the safe areas for Claydol to pass. If you cut the Steel Fence you find along the way, you'll find a shortcut.



\*To Target Clear the Steel Fence, you'll need a Ludicolo from the Canal Ruins (P. 16).

STEP 11

## Capture the Pinchers' Slowking

Leaving the Claydol area, you arrive at a passage that stretches out from east to west. Pinchers appear from the east (→), and attack with an agitated Slowking. Once you've captured the Slowking, you can continue east (→). There's a Save Machine in this passageway, so be sure to save your game.



STEP 12

## Look for the room with the red door, according to Nema's message

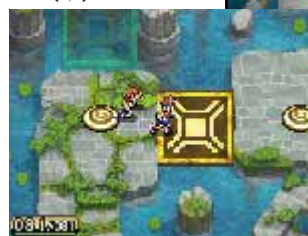
A wireless message arrives from Nema. She tells you that she is being held in a room with a red door. Furthermore, Nema can hear her captor's voice but cannot identify it. At least you know she's safe! Hurry to the room with the red door.



STEP 13

## Step on the switches to advance

This room has a special trick to it. Step on the switches to make the floor appear and disappear. Use the map to the right as a reference, stepping on the switches in numerical order. Capture the Pokémon as you go, and head for the exit to the north (↑).



STEP 14

## The Steelhead's four Pokémon attack simultaneously

A Steelhead is waiting for you right in front of the door, attacking with four Pokémon simultaneously—two Kabuto and two agitated Anorith. Once you've successfully captured them, continue north (↑) through the exit.



STEP 15

## Rand reports to you wirelessly

The doorway leads to a terrace in the ruins. You receive a message from Rand saying that he wants to come running but can't move yet. Aim for the room with the red door that Nema mentioned, heading north (↑) into the building. You can also ride a Staraptor from this terrace.



STEP 16

## Capture the Steelhead's four Claydol

Entering the building from the terrace, you run into two Steelhead that were waiting for you. The Steelhead try to dissuade you by attacking with four Claydol, two of which are agitated. Successfully capture them, and the Steelhead will leave.



STEP 17

## Capture four Pokémon with Pay Power

From the building entrance, a passage stretches east to west. To the east (→) are two Haunter, and to the west (←) are a Bronzong and a Claydol for you to capture. The Psychic Cluster in the middle requires the strength of all four Pokémon to clear.





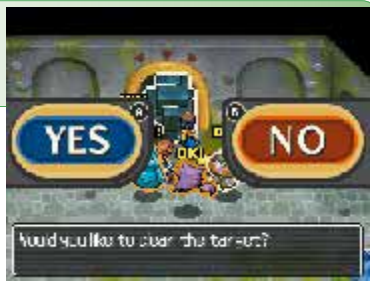
Mission 10

Rescue Nema and Leanne!

Walkthrough

STEP 18 The Pokémon help you clear the Psychic Cluster

Clear the Psychic Cluster with the help of four Pokémon. Once you've done the Target Clear, head north (↑). For the upcoming battles, it would be good to capture Pokémon such as Swampert or Gabite as you go.



STEP 19 Enter the room with the red door once you capture the Pokémon

You've found the room with the red door that Nema mentioned. In order to prevent you from opening the door, the kidnapers in the room send a large number of Pokémon to attack. First four Magby, followed by six Treecko, and finally eight Beldum. Capture them all.



STEP 20 Rand comes running! Let's save Nema and Leanne

Thanks to Pichu, the red door opens. Upon entering, you finally meet the mysterious kidnapers of Nema and Leanne. Suddenly Rand arrives. The tables are turned and the two are returned.



STEP 21 Leader Purple Eyes was the kidnapper!

The culprit is the true leader of the Pinchers—Purple Eyes! He explains that he was just using Red Eyes and Blue Eyes to further his plans. Purple Eyes was the one who fired Blue Eyes. Purple Eyes attacks with a Garchomp.



BOSS Capture Purple Eyes's Garchomp

Garchomp can only attack in the direction it's facing. When it's attacking, you can easily dodge by staying behind it. As the Friendship Gauge fills, Garchomp becomes agitated. Gabite's Poké Assist is quite effective in calming this agitated Pokémon.



STEP 22 Rescued the two safely—Mission Clear!

As you've safely rescued Nema and Leanne, Rand declares this a Mission Clear! You receive 50 Ranger Points. Leanne explains that Purple Eyes wanted to know Zapdos's whereabouts. Nema takes a picture of the mural on the wall, and you all return to Rand's house together.



STEP 23 Leanne tells you of Zapdos's location

The mural indicates that Zapdos is on Mt. Layuda. Purple Eyes forced Leanne to give up this information while she was held prisoner. Mt. Layuda rises from Layuda Island, a difficult place that drives off most people.



STEP 24 Nema strengthens your Styler's Power Charge

Before you head off for your Mission on Layuda Island, Nema strengthens your Capture Styler. If you Power Charge and do not move your stylus for a while, you will charge your Styler one more level (P. 32). Using this when you loop Pokémon, your feelings of friendship will be conveyed three times the normal amount.



STEP 25 Encounter the Pinchers near Layuda Island

Ride a Staraptor into the sky. As you approach Layuda Island in the north (↑), you again run into a group of Pinchers chasing Latios/Latias. The group splits up, and the two that stay behind attack with a total of nine Drifloon and four Drifblim.



STEP 26 Chase the Pinchers and help Latios/Latias

Chase after the other group of Pinchers. From their conversation, you find out that Latios/Latias has an island where it likes to rest. The Pinchers notice you and attack with a total of 11 Starly and four Pidgeot.



STEP 27 Staraptor cannot dodge the lightning on Layuda Island

As you come up on the dark clouds over Layuda Island, lightning begins to strike. Staraptor is frightened and flies away. You'll need a powerful Pokémon to fly through that stormy sky!



STEP 28 Head to Tilikule Island in search of Latios/Latias

You lose sight of Latios/Latias for the time being, but it seems that it probably flew north (↑) of Layuda Island toward Tilikule Island. On Summer/Ben's suggestion, you head to Tilikule Island.





## Mission 11

# Solve the Mysteries of Tilikule Island!



### Recommended Route

Location  
MAP

- 1 Tilikule Island 2 Faldera Island 3 Sophian Island 4 Dolce Island 5 Mitonga Island 6 Eastern Sea

Sophian Road

Tilt Village

Undersea Cavern

#### Recommended Route

Necessary  
Field Moves

Available  
Quests

- STEP 1 Find the Monument on tiny Tilikule Island
- STEP 2 Leanne teaches you the secret of Latios/Latias's Emblem
- STEP 3 Solve the mystery of Tilikule Island—Mission Start!
- STEP 4 Take Staraptor to investigate the Small Monument on Faldera Island
- STEP 5 Capture the Pinchers' Pokémon
- STEP 6 Take Staraptor to investigate the Small Monument on Sophian Road
- STEP 7 The Pinchers' Pokémon attack
- STEP 8 Take Staraptor to investigate the Small Monument on Dolce Island
- STEP 9 Try taking Staraptor to the Eastern Sea
- STEP 10 The Union takes you to the Eastern Sea
- STEP 11 Dive into the sea and search for the Small Monument
- STEP 12 Capture the Mantine at the dead end
- STEP 13 Capture another Mantine to clear the Reinforced Wire
- STEP 14 Capture the Pinchers' Tentacruel
- STEP 15 Dodge obstacles as you chase the Pincher
- STEP 16 Chase after the attacking Pincher
- STEP 17 The Pincher's Kingdra attacks
- STEP 18 Chinchou can shed some light on the situation
- STEP 19 Investigate the underwater Small Monument
- STEP 20 Take Staraptor back to Tilikule Island
- BOSS** Capture the Legendary Pokémon Latios/Latias
- STEP 21 Register Latios/Latias's Sign—Mission Clear!
- STEP 22 A whole new way to fly
- STEP 23 Take to the skies and head for Layuda Island



### STEP 1 Find the Monument on tiny Tilikule Island

Tilikule Island is a small island with two Monuments. Latios/Latias is nowhere to be found. The larger Monument on this island is different from the other Monuments you've seen—the carving on it resembles a map of the islands of Oblivia.



STEP 2

### Leanne teaches you the secret of Latios/Latias's Emblem

As you are investigating the Monument, you receive communications from Leanne. She believes that if you visit the five different Small Monuments, you will learn the Sign to call Latios/Latias. As you investigate the Small Monument on Tilikule Island, it begins to emit a light.



STEP 3

### Solve the mystery of Tilikule Island—Mission Start!

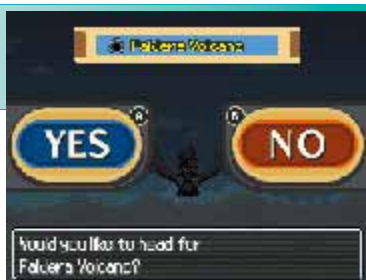
You need to investigate the four other Small Monuments. You can visit them in any order you like. This guide follows Summer/Ben's advice to visit them in the order of Faldera Island, Sophian Island, Dolce Island, and then the Eastern Sea.



STEP 4

### Take Staraptor to investigate the Small Monument on Faldera Island

Capture the Staraptor on Tilikule Island and take to the skies. Select Faldera Volcano from the list of destinations. After you land, head north (↑) to the Small Monument.



STEP 5

### Capture the Pinchers' Pokémon

As you approach the Small Monument, the Pinchers arrive to get in your way. They attack with Bronzong, Umbreon, and an agitated Armaldo. After you chase off the Pinchers, check the Small Monument, and it will react.



STEP 6

### Take Staraptor to investigate the Small Monument on Sophian Road

Capture a Staraptor and take to the skies. Select Aqua Resort from the destination list. When you land, head north (↑) out of town and then west (←) along Sophian Road. Ride Raikou to jump over the river and find the Small Monument.





Mission 11

Solve the Mysteries of Tilikule Island!

STEP 7 The Pinchers' Pokémon attack

As you're investigating the Small Monument, Pinchers and Steelhead appear under Purple Eyes's orders. They attack with three Pokémon—Metang, Floatzel, and an agitated Bastiodon. After defeating them, check the Small Monument, and it will react and shine out light.



STEP 8 Take Staraptor to investigate the Small Monument on Dolce Island

Return east (→) along Sophian Road, and capture the Staraptor in the rocky area so you can take to the skies. Selecting Dolce Island from the list is the quickest way to get there. From where you land, you can see the Small Monument. Investigate it, and it reacts. There's only one more to check.



STEP 9 Try taking Staraptor to the Eastern Sea

Capture the Staraptor near the Small Monument, and take to the skies. You'll need to fly east (→) to reach the Eastern Sea. As you get close, the air currents pull you from the sky down toward the water's surface, which is dangerous. You'll need to ride The Union, so head to Tilt Village.



STEP 10 The Union takes you to the Eastern Sea

Upon arriving at Tilt Village, go speak with Murph. From where you land on the Staraptor, head west (←) and down the stairs to the port where Murph is. Speak with Murph, and he will happily take you to the Eastern Sea on The Union.



STEP 11 Dive into the sea and search for the Small Monument

As soon as you dive into the water, you see the Pinchers. They enter an opening on the seafloor—follow them. Once you enter the opening, you're caught by the current. This current flows clockwise. If you try to head straight down, the current will force you back. It's best to go with the current, so head to the right.



STEP 12 Capture the Mantine at the dead end

Continuing on the path to the right, you end up in a dead end. There's a Mantine here. Make sure to capture it. You'll need its help later to perform a Target Clear. Once you've captured the Mantine, return the way you came.



STEP 13 Capture another Mantine to clear the Reinforced Wire

Return to the area with the water current, and follow the current downward to find another Mantine. Capture it. To the right of the Mantine is a Reinforced Wire that requires two Mantine for a Target Clear. Once you've cut the wire, you can continue.



STEP 14 Capture the Pinchers' Tentacruel

Continue to the right, and catch up with the Pinchers. One of them keeps going, but the one who stays tries to stop you by attacking with an agitated Tentacruel. Capture the Tentacruel.



STEP 15 Dodge obstacles as you chase the Pincher

Chase down the Pincher who ran off. Jets of steam will come out of the walls of the narrow passageway. If you touch this steam, you'll take damage. Wait for the steam to stop, and dodge the inflated Qwilfish as you go.



STEP 16 Chase after the attacking Pincher

Once you're out of the passage with the steam, you find the remaining Pincher. As he's running away, he shoots at you with an energy beam and Plasma Cannon fire. Move left and right to dodge. Double-tap the screen to dash, and chase after that Pincher!



## Walkthrough

### STEP 17 The Pincher's Kingdra attacks

When you finally catch the Pincher, he attacks with an agitated Kingdra. When the battle is finished, the Pincher notices that his air supply is low, and he rushes back to the surface. Now you've successfully repelled two Pinchers! Save your game at the nearby Save Machine.



### STEP 18 Chinchou can shed some light on the situation

From the Save Machine, head left, and it becomes very dark. You need Chinchou's light. Capture the two Chinchou near the Save Machine and bring them with you. If you ride the current upward, you'll end up back near the entrance, so head downward and ride that current instead.



### STEP 19 Investigate the underwater Small Monument

Once you reach the end of the downward current, head to the right and you'll see the final Small Monument. As you investigate the Small Monument, it reacts and emits a light. Return to the water's surface, and ride The Union to Tilt Village.



### STEP 20 Take Staraptor back to Tilikule Island

From Tilt Village, head through the north (↑) exit to Mitonga Road and capture a Staraptor to take you to Tilikule Island. When you land, an Emblem appears on the Monument, and Latios/Latias appears.



### BOSS Capture the Legendary Pokémon Latios/Latias

Latios/Latias attacks by firing balls of light forward. As it's doing this, Power Charge your Styler behind it. As the Friendship Gauge fills, Latios/Latias will cover itself in a barrier of light. Draw large loops to avoid this barrier.



### STEP 21 Register Latios/Latias's Sign—Mission Clear!

Successfully capture Latios/Latias and register the Sign in front of the Monument. Mission Clear! You receive 50 Ranger Points. From now on, you can take to the skies on Latios/Latias.



### STEP 22 A whole new way to fly

Enter Sign Mode and summon Latios/Latias to soar into the sky! When riding this Pokémon, you can double-tap the screen for an extra burst of speed. Furthermore, when capturing Pokémon in the air, Latios/Latias will sometimes appear for a special aerial assist.



### STEP 23 Take to the skies and head for Layuda Island

Thanks to Latios/Latias, you can finally traverse the stormy skies over Mt. Layuda! Layuda Island is south (↓) of Tilikule Island. Head there now and stop Purple Eyes's plans!





## Mission 12

# Look for Purple Eyes!

### Recommended Route

Location MAP

1 Layuda Island

2 Sophian Island

Oblivia Ruins



Recommended Route	Necessary Field Moves	Available Quests
STEP 1 Dodge the lightning in the skies over Layuda Island		
STEP 2 Stop Purple Eyes—Mission Start!		
STEP 3 Continue north and capture Drapion		
STEP 4 Capture the Pinchers' Swinub and Hippopotas		
STEP 5 Continue west, dodging the lightning		
STEP 6 Two Steelhead are waiting for you		
STEP 7 Capture Manetric and Electivire		
STEP 8 A double-layered Target Clear	Crush	
STEP 9 A Pincher attacks with Jolteon	Electrify X2	
STEP 10 Cross the water, dodging the lightning		
STEP 11 Continue inward, avoiding the agitated Pokémon		
STEP 12 Clear the Metal Fence with the help of Gliscor or Weavile	Cut	
STEP 13 A Steelhead attacks with eight Electrode		
STEP 14 Draw Raikou's Sign to continue past the Monument		
STEP 15 Find Purple Eyes trying to awaken Zapdos		
<b>BOSS</b> Capture Purple Eyes's Metagross		
STEP 16 Defeat Purple Eyes—Mission Clear!		
STEP 17 A mysterious person appears and awakens Zapdos		
STEP 18 Follow the mysterious person to the Oblivia Ruins		
STEP 19 Find Kasa captured by Steelhead		
STEP 20 A new door opens		
STEP 21 The Sky Fortress appears!		
STEP 22 The three Legendary bird Pokémon put up the Fortress Barrier		
STEP 23 Head to Rand's house to investigate a way to break through the barrier		



### STEP 1 Dodge the lightning in the skies over Layuda Island

As you approach Layuda Island, you find yourself in the sky with the dark clouds. If you're riding Latios/Latias, you can dodge the lightning as you fly. If you find it difficult to dodge using the stylus, it might be easier to use the Control Pad.



### STEP 2 Stop Purple Eyes—Mission Start!

Landing on Layuda Island, you see a few discarded Z.Z. Flyers nearby. The Pinchers have also arrived on Layuda Island, commencing an operation to awaken Zapdos. Aim for the top of Mt. Layuda, and look for Purple Eyes—Mission Start!



### STEP 3 Continue north and capture Drapion

Enter the cavern to the north (↑), follow the path to the north (↑), and along the path you'll find Drapion. You'll need its help later, so capture it now. Swinub and Piloswine have Poké Assist that are useful against Drapion.



### STEP 4 Capture the Pinchers' Swinub and Hippopotas

Continue east (→) and also south (↓) out of the cavern, and you'll run into two Pinchers. The lightning is keeping them from going west (←). The Pinchers attack with a Hippopotas and an agitated Swinub.



### STEP 5 Continue west, dodging the lightning

To the west (←) is a large body of water, with scattered dry places. If you're standing in the water when the lightning hits, you'll get zapped and damage your Styler. Wait on the dry places while the lightning strikes, and run between the dry places between lightning strikes.



### STEP 6 Two Steelhead are waiting for you

After you cross the lightning room, enter another cavern. You're stopped by two Steelhead. After you capture the first Steelhead's Piloswine, the second attacks with Mamoswine. Both Pokémon are agitated. Once you've won the battles, continue west (←).



## Mission 12

## Look for Purple Eyes!

## Walkthrough

## STEP 7 Capture Manectric and Electivire

At the north (↑) end of the passage, head east (→) and you'll find an opening with an Electivire. Capture this Electivire, return the way you came, then capture the Manectric. You'll need them soon.



## STEP 8 A double-layered Target Clear

In order to clear the Mechanical Wall that blocks your way to the south (↓), you'll need Drapion or Hippowdon to perform a Target Clear. When the Mechanical Wall becomes an Electric Fence, Electivire and Manectric can shut it down. Then the path to the south (↓) will open.



## STEP 9 A Pincher attacks with Jolteon

Clear the Electric Fence, and a Pincher appears and attacks with an agitated Jolteon. When you capture Jolteon, a Steelhead comes to pick up the Pincher. Together they leave the cavern. Follow them through the exit to the south (↓).



## STEP 10 Cross the water, dodging the lightning

Continue over the water where the lightning strikes. Just as before, run between the dry places between lightning strikes. This time, head south (↓), west (←), and then north (↑), and enter the cavern.



## STEP 11 Continue inward, avoiding the agitated Pokémon

There are many agitated Pokémon in this cavern. If you are hit by an attack from Gliscor or Manectric, you might fall into the ravine and have to start over. Capture the Pokémon and continue along the path. Capture the Weavile in the dead end to the south (↓) for a later Target Clear.



## STEP 12 Clear the Metal Fence with the help of Gliscor or Weavile

While dodging the attacks of the agitated Pokémon, head north (↑) from the middle of the cavern, and you'll find a Metal Fence blocking your path. Gliscor or Weavile can perform a Target Clear so you can continue.



## STEP 13 A Steelhead attacks with eight Electrode

Clear the Metal Fence and continue inward, and a Steelhead will appear and attack with eight Electrode. The Steelhead says that his armor is speaking to his heart, which is a bit strange. Capture the Pokémon and head east (→).



## STEP 14 Draw Raikou's Sign to continue past the Monument

The path is blocked with a Monument. It's the same shape as the ones in Faldera Volcano and Mt. Sorbet. Draw Raikou's Sign, and you can continue to the mountaintop where Zapdos is. Get ready, save your game with the Save Machine, and go for it.



## STEP 15 Find Purple Eyes trying to awaken Zapdos

Purple Eyes is trying to awaken Zapdos. To buy time, a Steelhead attacks with two Magnetron and an agitated Magnezone. Capture these Pokémon, and right away another Steelhead attacks with two Luxray.



## BOSS Capture Purple Eyes's Metagross

Metagross moves slowly, so you have lots of chances to loop it. When it becomes agitated, it starts using an attack that fans out in all directions. It's best to pull the stylus off the screen when it uses that attack. Gliscor and Hippowdon have a helpful Poké Assist to calm Metagross down.





Mission 12

Look for Purple Eyes!

Walkthrough

STEP 16 Defeat Purple Eyes—Mission Clear!

Once you've captured Metagross, you've defeated Purple Eyes. Mission Clear! You receive 50 Ranger Points. Zapdos is not awake yet. Purple Eyes is in shock, saying that the world was supposed to be his.



STEP 17 A mysterious person appears and awakens Zapdos

A bizarre Z.Z. Flyer comes flying up to a despondent Purple Eyes. It's covered, so you can't see who's operating it. The new arrival coldly says Purple Eyes is not needed and then awakens Zapdos.



STEP 18 Follow the mysterious person to the Oblivia Ruins

The mysterious person leaves. Hop on Latios/Latias and give chase. Your Voice Nav. tells you that the mysterious person is headed for the Oblivia Ruins. Purple Eyes, left behind on the mountaintop, murmurs that this is far from over.



STEP 19 Find Kasa captured by Steelhead

The moment you land at the Oblivia Ruins, Steelhead appear with Kasa in tow, who calls out to you for help. The Steelhead attack with a Torterra and an agitated Sceptile. Capture them. But as soon as you win, Kasa disappears from sight.



STEP 20 A new door opens

Enter the building, and there's now a new doorway in the room Leanne and Nema were held in previously. Inside you find the members of the Societea: Arley, Hocus, Kasa, and Edward (who reveals his true identity: master thief Ed "The Thinker"). Each of them is wearing a piece of Golden Armor, and they say that it's to keep them perpetually young and strong.



STEP 21 The Sky Fortress appears!

Leave the building, and you'll see a huge structure rising up from the ground. Zapdos, Moltres, and Articuno are awake, and the Sky Fortress has been restored. The Societea uses the incredible power of the fortress to vaporize Dolce Island, Ukulele Pichu's home!



STEP 22 The three Legendary bird Pokémon put up the Fortress Barrier

Controlled by the Golden Armor's power, Zapdos, Moltres, and Articuno appear and establish a barrier around the fortress. With you on Latios/Latias and your partner on Staraptor, you try to break through the barrier, but it's too strong.



STEP 23 Head to Rand's house to investigate a way to break through the barrier

You can't get into the Sky Fortress right now. You'll have to retreat and come up with another strategy. Head to Rand's house and report to Rand and Leanne about what's happened, and brainstorm how to break the Fortress Barrier.



Mission 13

# Destroy the Fortress Barrier!

## Recommended Route

Location  
MAP

- 1 Renbow Island Rand's House - Cocona Village - Teakwood Forest - Rasp Cavern
- 2 Mitonga Island Tilt Village
- 3 Western Sea Rainbow Dais

Recommended Route	Necessary Field Moves	Available Quests
STEP 1 Leanne gives you a hint on how to destroy the barrier		
STEP 2 Destroy the barrier—Mission Start!		
STEP 3 The grail you borrowed was a replica		Quest 34 P. 95
STEP 4 Challenge the true trial at Rasp Cavern		Quest 35 P. 96
STEP 5 First trial: Run from the Pokémon's attack		Quest 33 P. 95
STEP 6 Second trial: Make your way through the trap-filled passage		Quest 17 P. 91
STEP 7 Third trial: Solve the panel puzzle		
STEP 8 Fourth trial: Ride the arrow panels to the next room		
STEP 9 Fifth trial: Capture Absol		
STEP 10 You saw the real Rainbow Dais		
STEP 11 Head for the Rainbow Dais from Tilt Village on The Union		
STEP 12 Swim through the Western Sea in search of the dais		
STEP 13 Take the Rainbow Grail to the Rainbow Dais		
BOSS Capture Ho-Oh on the complete dais		
STEP 14 Record Ho-Oh's Sign		
STEP 15 Ho-Oh destroys the barrier—Mission Clear!		
STEP 16 Call Latios/Latias and head to the Sky Fortress!		

### STEP 1 Leanne gives you a hint on how to destroy the barrier

Enter Rand's house, and report to Rand on the events so far. Leanne calls everyone into the library. She has been studying the mural from the Oblivia Ruins and has made a discovery. If the three rulers of the sky are unleashed, then the Rainbow Grail must be placed on the dais, according to the mural.



### STEP 2 Destroy the barrier—Mission Start!

In order to borrow the Rainbow Grail from Booker, head to Cocona Village. Call Latios/Latias and select "Cocona Village" from the list to get there quickly. When you land, head south (↓) and enter Booker's house.



### STEP 3 The grail you borrowed was a replica

Summer/Ben takes the Rainbow Grail loaned by Booker to the dais in Cocona Plaza, but nothing happens. When Booker hears what happened, he explains that the grail and the dais are replicas that he made specifically for the Rainbow Festival. The real grail is probably hidden deep in Rasp Cavern.



### STEP 4 Challenge the true trial at Rasp Cavern

Head west (←) from Cocona Village with Booker, pass through Teakwood Forest, and go to Rasp Cavern. From the eastern entrance, head north (↑) to the trial gate. Continue inward from the large hall you were in during the ceremony, and Booker will open the door for you.



### STEP 5 First trial: Run from the Pokémon's attack

For your first trial, dodge the Pokémon's attacks for 60 seconds. At the beginning, three Charmeleon attack you. When 40 seconds are left on the clock, three Jolteon join in. When 20 seconds are left, three Snover join in. Don't just stand in one place! Use the Control Pad to dodge the attacks.



### STEP 6 Second trial: Make your way through the trap-filled passage

In the next room, you need to head north (↑) to the door while dodging the traps that spring spikes out of the floor. Wait for the spikes to drop into the floor, and then run past. If you fall off the path, you'll be returned to the entrance. Use the Control Pad for easier control.



### STEP 7 Third trial: Solve the panel puzzle

In the next room, you're challenged with a puzzle similar to the one you saw during the Rainbow Festival. This one is a bit more difficult than the last. Use the map to the right as a reference to solve the puzzle. Use the Control Pad to move, and you'll be less likely to misstep.





Mission 13

Destroy the Fortress Barrier!

Walkthrough

STEP 8

Fourth trial: Ride the arrow panels to the next room

In the next room, you'll need to traverse some automatic floors that will move you in the direction the arrows indicate. Use the map to the right, follow the numbers in order, and hop on the panels marked with . The Ledian and Primeape in the room will come in handy for the next trial, so make sure to capture them.



STEP 9

Fifth trial: Capture Absol

The final trial is to capture an attacking Absol. If you captured the Ledian and the Primeape in the last trial, you can use their effective Poké Assists. Once you've captured Absol, you finally receive the Rainbow Grail.



STEP 10

You saw the real Rainbow Dais

In Cocona Village, Rand and Leanne have both gathered, and you discuss the location of the real dais. You recall that when you fell in the sea upon first arriving in the Oblivia region, you saw something resembling a dais. That location is registered in your Styler.



STEP 11

Head for the Rainbow Dais from Tilt Village on The Union

The thing that looked like a dais is in the Western Sea. In order to ride on The Union, head to Tilt Village. Call on Latios/Latias and select Tilt Village from the list. Once you've landed, speak with Murph at the port.



STEP 12

Swim through the Western Sea in search of the dais

Speak to Murph and touch "Yes" to ride The Union to the Western Sea. Once you're in the sea, dive straight down. Capture the agitated Kingdra on your way to the bottom.



STEP 13

Take the Rainbow Grail to the Rainbow Dais

Continuing to the bottom of the sea, you see something engraved with a rainbow pattern. You place the Rainbow Grail there, and a rainbow shines up from the grail to the sky. At the same time, the Rainbow Dais rises to the surface of the water. Suddenly the Legendary Pokémon Ho-Oh comes flying in.



BOSS

Capture Ho-Oh on the complete dais

Ho-Oh uses attacks that fill the whole screen. Use the intervals between attacks to make a few loops at a time. As the Friendship Gauge fills, Ho-Oh becomes agitated. If you have any Friend Pokémon with Water-, Ground-, or Rock-group Poké Assists, they will come in handy here to calm down Ho-Oh.



STEP 14

Record Ho-Oh's Sign

When you've successfully captured Ho-Oh, its Sign appears for you to record. If you draw this Sign at the Rainbow Dais after the game's ending, you can try to capture Ho-Oh again.



STEP 15

Ho-Oh destroys the barrier—Mission Clear!

To free the sky rulers, Ho-Oh envelops the Sky Fortress in a rainbow. Articuno, Zapdos, and Moltres are released by this light, and the barrier disappears. It's a successful Mission Clear! You receive 50 Ranger Points.



STEP 16

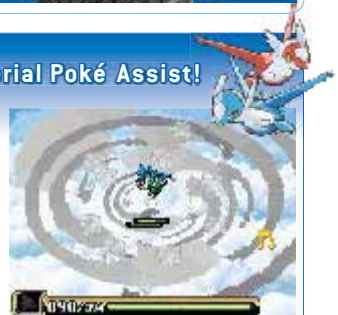
Call Latios/Latias and head to the Sky Fortress!

The barrier is gone! Now you just have to get inside. Call Latios/Latias and fly to the Sky Fortress. It's floating in the middle of the Oblivia region, between Renbow Island and Sophian Island.



Use Latios/Latias for an aerial Poké Assist!

When you're in the sky, your Friend Pokémon and Ukulele Pichu cannot help you. However, Latios/Latias can pitch in with its special aerial Poké Assist! Latios/Latias will appear in the corner of the capture screen when it's ready to help you. Its assist will create a swirl of wind in the center of the screen, and the targeted Pokémon will be drawn into the middle, making the capture easier.



## Mission 14

# Protect the Peace of Oblivia!

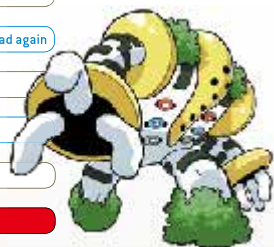
## Recommended Route



Location  
MAP

### 1 Sky Fortress

Recommended Route	Necessary Field Moves	Available Quests
STEP 1 Head for the Sky Fortress, prepared for the worst		
STEP 2 Remaining distance is 1,000! Dodge the security measures		
STEP 3 Remaining distance is 500! Dodge the increasingly violent attacks		
STEP 4 Remaining distance is 250! Withstand the furious attacks		
STEP 5 For peace in Oblivia—Mission Start!		
STEP 6 Look for Pokémon that can clear the Steelhead Icon		
STEP 7 Continue west and capture the Mismagius		
STEP 8 Head east from the entrance and capture another Mismagius		
STEP 9 Two Mismagius help you clear the Steelhead Icon	Psy Power  X 2	
STEP 10 Capture the Pokémon of the Steelhead in your way		
STEP 11 Another Steelhead in your way		
STEP 12 Capture Toxicroak		
STEP 13 A Steelhead attacks with two Aggron		
STEP 14 Toxicroak helps you clear the Iron Block	Crush  4	
STEP 15 Capture the Steelhead's Pokémon		
STEP 16 Another attack by the Steelhead		
STEP 17 Climb the spiral staircase and confront the Steelhead again		
STEP 18 Challenge the three leaders to open the door!		
STEP 19 Rand and Nema come running to your aid		
STEP 20 Challenge Arley in the north room		
BOSS Capture Arley's Regigigas		
STEP 21 Challenge Hocus in the east room		
STEP 22 Hocus traps Ukulele Pichu in a Mysterious Box!		
STEP 23 Find the right box and free Ukulele Pichu	Psy Power	
BOSS Capture Hocus's enormous Crobat		
STEP 24 Challenge Kasa in the west room		
STEP 25 Step on the switch that appears and continue		
STEP 26 Clear the Iron Block with help from Toxicroak or Frosslass	Crush  4	
STEP 27 Continue west, dodging the spike traps		
STEP 28 Prove your identity to your partner		
BOSS Capture Kasa's Ditto		



## Recommended Route

Necessary  
Field Moves

Available  
Quests

STEP 29 Draw the Sign and open the closed door

BOSS Capture Ed "The Thinker's" Mewtwo

STEP 30 Suddenly a mysterious gentleman appears and betrays Ed

BOSS Capture the powered-up Mewtwo

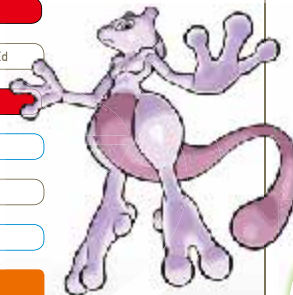
STEP 31 Draw Ho-Oh's Sign and ask for help

STEP 32 Thanks to you and Ho-Oh, Oblivia is saved!

STEP 33 The peace of Oblivia is protected—Mission Clear!

Ending

*But that's not all!  
More Missions and Quests await!*



Quest 48 P. 99

Quest 39 P. 97

Quest 50 P. 100

Quest 44 P. 98

Quest 46 P. 98

STEP 1 Head for the Sky Fortress, prepared for the worst

As you approach the Sky Fortress, touch "Yes" and the infiltration will begin. The boss controlling the Sky Fortress is under strict orders to shoot you down, and the fortress's security system is activated. Get ready for a furious barrage of attacks!



STEP 2 Remaining distance is 1,000! Dodge the security measures

Dodge the Plasma Cannon blasts. Next, the fortress will fire a blast of the Giga-Plasma Cannon, so dodge to the side of the screen. After that, ten Chatot and four Staravia will attack. Loop them when they're gathered together to capture.



STEP 3 Remaining distance is 500! Dodge the increasingly violent attacks

As you get closer to the fortress, it again begins firing the Plasma Cannon. Use the Control Pad to dodge easily. Next the Giga-Plasma Cannon will fire again, twice this time. Then you'll be attacked by ten Gligar and four Skarmory.



STEP 4 Remaining distance is 250! Withstand the furious attacks

You're really close to the fortress now! It fires multiple Plasma Cannon blasts, and then you'll face eight shots from the Giga-Plasma Cannon. The last two shots are really big, so dodge them by moving to the four corners of the screen! Once you've dodged all the Giga-Plasma Cannon shots, you will have successfully broken through the security system.





Mission 14

Protect the Peace of Oblivia!

STEP 5 For peace in Oblivia—Mission Start!

As you and Summer/Ben land at the entrance, it's time to protect Oblivia's peace—Mission Start! At the same time, in the fortress's control room, the bosses have gathered the Steelhead and ordered them to defeat the Pokémon Rangers.



STEP 6 Look for Pokémon that can clear the Steelhead Icon

Inside the fortress is a Steelhead Icon that can only be cleared by two Pokémon with the Field Move "Psy Power 3." Head west (←) to find one!



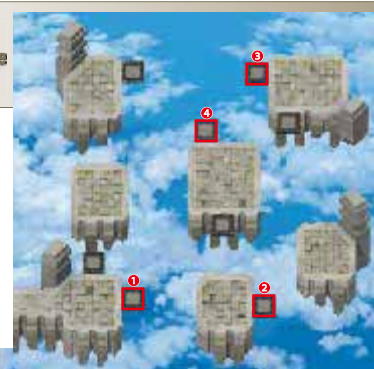
STEP 7 Continue west and capture the Mismagius

In the western room, you'll find lots of warp panels. Using the map to the right as a reference, step on the panels in the order of the numbered ❶s. Off to the west (←) is a Mismagius with the Field Move you need, so capture it!



STEP 8 Head east from the entrance and capture another Mismagius

Return to the entrance, and head east (→) this time. In this room, you can step on the floating blocks to move from place to place. Use the map at the right as a reference to move around. Once you've captured a second Mismagius, return to the entrance.



STEP 9 Two Mismagius help you clear the Steelhead Icon

Use the two Mismagius to perform a Target Clear on the Steelhead Icon. The icon will move, and a warp panel will appear that will take you to a door that opens into the fortress. Step on this panel, and the fortress infiltration will begin!



STEP 10 Capture the Pokémon of the Steelhead in your way

As you enter the fortress, there's a Steelhead waiting right in front of you. The Steelhead attacks with an Electivire and an agitated Magmortar. If you have any Water-, Ground-, or Rock-group Pokémon with you, they'll have very useful Poké Assists.



STEP 11 Another Steelhead in your way

Continue north (↑) up the spiral staircase, and you'll meet another Steelhead. This one attacks with three Porygon-Z, one of which is agitated. Wait until the attacks stop and the three gather, and then loop them quickly.



STEP 12 Capture Toxicroak

In the room at the end of the spiral staircase, continue to the right and capture the agitated Toxicroak. You'll need it for a Target Clear. The nearby Gliscor has a useful Poké Assist that can calm it down.



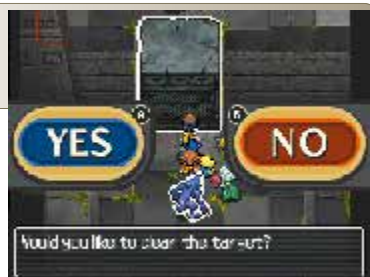
STEP 13 A Steelhead attacks with two Aggron

Take the stairs on the left, and you'll find another Steelhead who attacks with two Aggron, one of which is agitated. It's difficult to loop the large-bodied Aggron together, so capture them one by one. Hitmonlee has a helpful Poké Assist.



STEP 14 Toxicroak helps you clear the Iron Block

Continue north (↑) to the path obstructed by the Iron Block. Use the Toxicroak you captured earlier to perform a Target Clear. Once the Iron Block is out of your way, continue east (→).





## Walkthrough

### STEP 15 Capture the Steelhead's Pokémon

As you get near the east (→) exit, a Steelhead appears and attacks with a Gardevoir and an agitated Gallade. There aren't any Pokémon nearby with a useful Poké Assist, so call on your Friend Pokémon for help. When the Pokémon stop attacking, capture each separately.



### STEP 16 Another attack by the Steelhead

Go to the outdoor pathway and continue up the stairs to the next room, where another Steelhead appears and attacks with two Rhyperior, one of which is agitated. Roserade, Leafeon, and Gliscor have Poké Assists that would come in handy here.



### STEP 17 Climb the spiral staircase and confront the Steelhead again

Continue north (↑) and up the spiral staircase, where you'll run into four Steelhead who attack with four Scizor. The Scizor move around furiously, so looping them is difficult. When their attacks stop, loop them one at a time.



### STEP 18 Challenge the three leaders to open the door!

Continue north (↑), and you'll arrive in front of a closed door. Just before you arrive, the three leaders from the control room each run off to a different room. They're waiting for you in the rooms to the north (↑), east (→), and west (←). You can challenge them in whatever order you like.



### STEP 19 Rand and Nema come running to your aid

As you're standing in front of the closed door, Rand and Nema appear. Rand goes outside to weaken the security system, and Nema stays behind to help you out. Whenever your Styler Energy runs low, speak with Nema and she'll recharge it for you.



### STEP 20 Challenge Arley in the north room

Start by heading north (↑) on your way to challenge Arley. The Pokémon in the room are agitated. While capturing the Pokémon, step on the red and blue switches on the floor. When you do this, a green warp panel will appear. Step on that panel to meet Arley.



### BOSS Capture Arley's Regigigas

The powerful Regigigas attacks by sending out a shock wave each time it takes a step. As the Friendship Gauge fills, Regigigas becomes agitated. Hariyama and Hitmonlee have useful Poké Assists. Be careful not to get hit by the shock waves from Regigigas's steps, and hit it with Poké Assists.



### STEP 21 Challenge Hocus in the east room

Once you've successfully captured Regigigas, one of the seals on the door is removed. This time, head east (→) to challenge Hocus. Enter the room, and the floor is changed to clouds. If you walk on the thin clouds, you'll be returned to the entrance, so step carefully on the thick clouds and head north (↑).



### STEP 22 Hocus traps Ukulele Pichu in a Mysterious Box!

Continue north (↑), and Hocus appears. Behind Hocus are four Mysterio Boxes in a line. Hocus uses his magic to lock Ukulele Pichu in one of the boxes, and then sends them to the four corners of the screen.



### STEP 23 Find the right box and free Ukulele Pichu

Open the Mysterio Box in the bottom-right corner to find Ukulele Pichu! Gardevoir or Mismagius can help you. After helping Pichu, head north (↑) and east (→), and enter the room where Hocus is waiting to challenge you.



### BOSS Capture Hocus's enormous Crobat

Hocus attacks you with a huge Crobat that has a wide-reaching attack! When Crobat is attacking, lift your stylus off the screen to avoid taking damage. Because Crobat is so big, you'll need to make bigger loops, and make just a few loops at a time. This battle happens in the sky, so you cannot use Poké Assists.



### STEP 24 Challenge Kasa in the west room

The second door seal is broken, so continue west (←) to challenge Kasa and break the final seal. The path inward is blocked with a high-power current. Head through the north (↑) door, since it's the only way you can go. You'll fall to a lower level of the fortress. From there, follow the path back to your partner.





Mission 14

Protect the Peace of Oblivia!

Walkthrough



STEP 25 Step on the switch that appears and continue

When you get back to the western room, Summer/Ben is waiting for you. The high-voltage current is off, but now the path is blocked by a statue, and three switches have appeared. Your partner recommends standing on the middle button, but you should pick the bottom button instead. Step on it, and the statue disappears.



STEP 26 Clear the Iron Block with help from Toxicroak or Froslass

A switch appears where the statue used to be. Summer/Ben "accidentally" pushes you onto it, and an Iron Block appears to block your path again. Capture the nearby Toxicroak or Froslass to perform a Target Clear.



STEP 27 Continue west, dodging the spike traps

Continue north (↑), and you'll find another switch. Summer/Ben steps on it and activates a spike trap. Wait for the spikes to retreat and continue west (←). Climb the stairs, and you'll run into a furious Summer/Ben! It turns out that Kasa was disguised as your partner...and now she's pretending to be you!



STEP 28 Prove your identity to your partner

Summer/Ben is confused and asks you questions to figure out which is the real you. The correct answers are "Yes," "Yes," "No," but it doesn't matter if you make a mistake. After you've answered the questions, the "other" you's Ukulele Pichu reveals its true form—it's a Ditto! Kasa's true form is revealed also.



BOSS Capture Kasa's Ditto

Ditto first impersonates Raikou. As the Friendship Gauge fills, Ditto changes into Entei. As the gauge continues to fill, Ditto becomes agitated and then morphs into Suicune. With each morph, the groups of effective Poké Assists also change. Take advantage of the strengths of the Pokémon with you, and loop Ditto little by little.



STEP 29 Draw the Sign and open the closed door

Once you've captured the Pokémon belonging to the three leaders, all three of the seals on the closed door are broken. Stand in front of the door, and draw the Sign that appears. Enter this door, and you'll find Ed "The Thinker" waiting for you. Ed calls Mewtwo and tells it to attack you.



BOSS Capture Ed "The Thinker's" Mewtwo

Most of Mewtwo's attacks go in only one direction—whichever way it's facing. While Mewtwo is attacking, Power Charge your Styler behind its back. When it becomes agitated, use Mismagius or Houndoom for a Poké Assist. But beware of the psychic spheres Mewtwo sends out!



STEP 30 Suddenly a mysterious gentleman appears and betrays Ed

Capture Mewtwo, and suddenly a mysterious gentleman appears, grabbing the Golden Armor from Ed "The Thinker." Ed loses his strength and is hit by an attack from Mewtwo. Rand throws himself in front of Ed "The Thinker," and they both disappear! The mysterious gentleman (who reveals himself as Purple Eyes!) takes control of Mewtwo and makes it attack you again.



BOSS Capture the powered-up Mewtwo

This time, Mewtwo is constantly surrounded by an aura of bad emotions! If you touch it, you'll take damage, so make sure to draw large loops. As the Friendship Gauge fills, Mewtwo becomes agitated. Be prepared to call on all your Friend Pokémon to help you in this challenging battle!



STEP 31 Draw Ho-Oh's Sign and ask for help

Once you've successfully captured Mewtwo a second time, the four parts of the Golden Armor fall apart and disappear. Without the power from the armor, the Sky Fortress is about to crash into the sea! According to a wireless message from Leanne, you can draw Ho-Oh's Sign to ask for help.



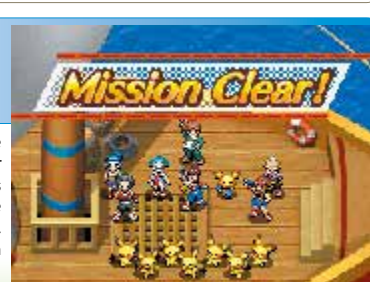
STEP 32 Thanks to you and Ho-Oh, Oblivia is saved!

Ho-Oh swoops down from the sky and lends its power to help the Sky Fortress land softly on the water, preventing the Oblivia region from being engulfed by a tidal wave. A purple light shines, and Rand appears within the light. It seems Mewtwo helped bring Rand back.



STEP 33 The peace of Oblivia is protected—Mission Clear!

Murph and Booker arrive in The Union to pick you up. The other Societea members and Purple Eyes are apprehended, and the peace of Oblivia has been protected. Everyone on board The Union celebrates the Mission Clear!





## Mission 15

Post-ending

## Calm the Sky's Rage!

## Recommended Route

Location  
MAP

- 1 Renbow Island Rand's House 2 Sophian Island Aqua Resort 3 Layuda Island  
4 Faldera Island 5 Sophian Island Aqua Resort - Sophian Road - Mt. Sorbet

## Recommended Route

Necessary  
Field MovesAvailable  
Quests

STEP 1 Prof. Hastings sends you back to patrol Oblivia

STEP 2 See off Rand and Leanne from Rand's house

STEP 3 Supurna in Aqua Resort asks for your help

STEP 4 Calm the Legendary bird Pokémon—Mission Start!

STEP 5 Pursue Zapdos, Moltres, and Articuno

Quest 43 P. 98

STEP 6 Go to Layuda Island to meet Zapdos

Quest 47 P. 99

STEP 7 Agitated Pokémon attack

STEP 8 Pokémon help you clear the Boulder

Crush

STEP 9 Climb to the top of Mt. Layuda

BOSS Capture the Legendary Pokémon Zapdos

STEP 10 Register Zapdos's Sign

STEP 11 Go to Faldera Island to meet Moltres

STEP 12 Agitated Pokémon attack

STEP 13 Climb to the top of Faldera Volcano

BOSS Capture the Legendary Pokémon Moltres

STEP 14 Register Moltres's Sign

STEP 15 Go to Mt. Sorbet to meet Articuno

STEP 16 Agitated Pokémon attack

STEP 17 Climb to the top of Mt. Sorbet

BOSS Capture the Legendary Pokémon Articuno

STEP 18 Register Articuno's Sign

STEP 19 Peace returns to the skies—Mission Clear!

STEP 20 Answer Red Eyes's call to Mt. Sorbet

STEP 21 Meet Red Eyes, who has found some leftover Golden Armor

STEP 22 Capture Red Eyes's Blaziken

STEP 23 Prof. Hastings calls you back to Rand's house

STEP 24 Greet Rand and Leanne, back from an academic conference

Your next goal: Quests Complete and Browser Complete!

Quest 51 P. 100

Quest 11 P. 89

Quest 5 P. 88

Quest 10 P. 89

Quest 49 P. 99

Quest 14 P. 90

Quest 28 P. 94

Quest 52 P. 100

STEP  
1Prof. Hastings  
sends you back to  
patrol Oblivia

It's been three months since you and your partner saved Oblivia. Now, Professor Hastings calls you both to the Ranger Union. Rand is going to attend an academic conference, so Professor Hastings would like the two of you to patrol Oblivia while he's gone.

STEP  
2See off Rand and  
Leanne from  
Rand's house

You arrive at Rand's house just as Rand and Leanne are leaving. Murph has come to pick them up, and they head out. Then Nema teases your partner, who leaves in a huff, headed for Aqua Resort. You should follow.

STEP  
3Supurna in Aqua  
Resort asks for  
your help

Call Latios/Latias and head for Aqua Resort. When you land, Summer/Ben comes running to meet you. Supurna calls out and asks for your help. She says the bird Pokémon in the sky have disappeared.

STEP  
4Calm the Legendary  
bird Pokémon—  
Mission Start!

Articuno, Zapdos, and Moltres have been flying around in a panic, and the other Pokémon of the sky have gone into hiding to avoid them. You need to calm the three down—Mission Start! You take to the skies.

STEP  
5Pursue Zapdos,  
Moltres, and  
Articuno

You'll need Latios/Latias's speed to chase down the three legends in the sky. As you draw near, they retreat to their mountains. Once the three have landed again, visit them in whatever order you like.

STEP  
6Go to Layuda Island  
to meet Zapdos

Zapdos has returned to the top of Mt. Layuda. Once you've landed on Layuda Island and entered the mountain, Summer/Ben mutters that the atmosphere is different.





Mission 15

Calm the Sky's Rage!

STEP 7 Agitated Pokémon attack

You'll have to battle your way through an obstacle course of agitated Pokémon! Among your attackers are two Luxray, two Manectric, three Piloswine and a Mamoswine. If you have any Ground-, Grass-, Water-, or Ice-group Pokémon with you, their Poké Assists will come in handy.



STEP 8 Pokémon help you clear the Boulder

Head to the mountaintop, and you find that your path is blocked by a Boulder. Capture a Drapion or Hippowdon for help clearing the way. Once the Boulder is gone, continue south (↓).



STEP 9 Climb to the top of Mt. Layuda

Reaching the other side of the water where lightning strikes, you come to a narrow passageway with an agitated Gliscor and Electrode. It'll be difficult to pass them without getting hit by their attacks. Capture them to continue north (↑) and head for the mountaintop.



BOSS Capture the Legendary Pokémon Zapdos

Zapdos attacks while moving very quickly. It flies around swiftly and takes very short breaks. That's your chance to draw as many loops as you can. As the Friendship Gauge fills, Zapdos becomes agitated. If you have a Ground-group Poké Assist, it would be helpful in calming Zapdos. Gliscor and Hippowdon can help you.



STEP 10 Register Zapdos's Sign

Once you've captured Zapdos, its Sign appears. Using the Sign on the top screen for reference, record Zapdos's Sign. Draw this Sign at the top of Mt. Layuda, and you can challenge and capture Zapdos again.



STEP 11 Go to Faldra Island to meet Moltres

Moltres has returned to the top of Faldra Volcano. Call Latios/Latias and fly there. Once you've landed on Faldra Island, head inward and Summer/Ben will note that it seems hotter than usual.



STEP 12 Agitated Pokémon attack

You'll face another battery of agitated Pokémon as you head up the volcano: a Magmortar, two Weezing, and four Golem. If you have a Pokémon with a Ground- or Water-group Poké Assist, it would come in handy.



STEP 13 Climb to the top of Faldra Volcano

Continue north (↑) to reach the mountaintop where Moltres nests. The agitated Pokémon along the way are likely to attack as you pass. Capture them to clear your path.



BOSS Capture the Legendary Pokémon Moltres

Moltres uses a lot of attacks that cover the screen. While waiting for the flames to die down, Power Charge your Styler at the side of the screen, and make a few loops at a time. As the Friendship Gauge fills, Moltres becomes agitated. Gastrodon, Donphan, and Golem all have useful Poké Assists.



STEP 14 Register Moltres's Sign

Upon successfully capturing Moltres, its Sign will appear. Using the Sign on the top screen as reference, record Moltres's Sign. Draw this Sign at the top of Faldra Volcano, and you can challenge and capture Moltres again.



## Walkthrough

### STEP 15 Go to Mt. Sorbet to meet Articuno

Articuno has returned to the top of Mt. Sorbet. Call Latios/Latias and select Aqua Resort from the list. From the town, head north (↑) and enter the mountain. Summer/Ben says that it seems colder than usual.



### STEP 16 Agitated Pokémon attack

Enter the mountain through the cavern, and you'll face yet another barrage of agitated Pokémon: two Froslass, two Empoleon, two Weavile, and five Sneasel. Use Poké Assists as needed, and aim for the breaks in attacks to loop them.



### STEP 17 Climb to the top of Mt. Sorbet

Head north (↑) toward the mountaintop where Articuno nests. Along the way you'll see a Hitmontop. It has a Poké Assist that is very effective against Articuno, so make sure to capture it. Continue to the mountaintop, capturing the agitated Pokémon along the way.



### BOSS Capture the Legendary Pokémon Articuno

Articuno attacks by hitting the ground with pillars of ice. Wait for the pillars of ice to disappear before looping Articuno, and you'll be less likely to take damage. As the Friendship Gauge fills, Articuno becomes agitated. Hitmontop and Monferno have Poké Assists that are effective, so make sure to capture them so they can help.



### STEP 18 Register Articuno's Sign

Successfully capture Articuno, and its Sign appears. Using the Sign displayed on the top screen as reference, record Articuno's Sign. Draw this Sign at the top of Mt. Sorbet, and you can challenge and capture Articuno again.



### STEP 19 Peace returns to the skies—Mission Clear!

Once you've captured the three Legendary Pokémon and recovered the Golden Armor pieces that were affecting them, it's Mission Clear! Head back to the Aqua Resort. Supurna congratulates you, and you receive 50 Ranger Points.



### STEP 20 Answer Red Eyes's call to Mt. Sorbet

The Golden Armor broke into four parts, but one of those pieces is still missing. You receive a voice mail from Red Eyes, asking you to come to Mt. Sorbet. Head north (↑) from town and enter Mt. Sorbet.



### STEP 21 Meet Red Eyes, who has found some leftover Golden Armor

Once you enter the mountain through the cavern, you see Red Eyes waiting for you. It seems Red Eyes has found the missing piece of the Golden Armor. But he doesn't want to just hand it over. He asks you to battle him once more, for old time's sake. Accept his challenge.



### STEP 22 Capture Red Eyes's Blaziken

Red Eyes's Blaziken is agitated. If you have any Water-, Ground-, or Rock-group Pokémon, their Poké Assists will come in handy to quickly calm Blaziken. Once you've successfully captured Blaziken, Red Eyes hands over the Golden Armor piece and leaves.



### STEP 23 Prof. Hastings calls you back to Rand's house

Once Red Eyes leaves, you receive communication from Professor Hastings, telling you that he has arrived in Oblivia and is waiting for you at Rand's house. Prof. Hastings wants to hear all the details, so call on Latios/Latias and head to Rand's house.



### STEP 24 Greet Rand and Leanne, back from an academic conference

After you report to Professor Hastings at Rand's house, Nema offers to store the Golden Armor in her safe. A few days later, Rand and Leanne return. Professor Hastings suggests some new goals for you, such as completing your Browser and clearing extra Quests.





## Mission 16

Post-ending

# Rescue Blue Eyes!

### Recommended Route

Location MAP

- 1 Rainbow Island Rand's House 2 Mitonga Island Tilt Village 3 Eastern Sea Undersea Cavern



- | Recommended Route   | Necessary Field Moves | Available Quests |
|---|-----------------------|------------------|
| STEP 1 Capture Pokémon to get your Browser to 300         |                       |                  |
| STEP 2 Encounter the Pinchers again at Rand's house       |                       |                  |
| STEP 3 Rescue Blue Eyes—Mission Start!                    |                       |                  |
| STEP 4 The current in the Undersea Cavern has changed     |                       |                  |
| STEP 5 Capture the Pincher's two Kingdra                  |                       |                  |
| STEP 6 Make your way through the darkness and find Lugia! |                       |                  |
| STEP 7 Chase after the Pinchers fleeing in the sea        |                       |                  |
| STEP 8 Find Blue Eyes caught in the rocks                 |                       |                  |
| STEP 9 Return to the water's surface                      |                       |                  |
| <b>BOSS</b> Capture the Legendary Pokémon Lugia           |                       |                  |
| STEP 10 Register Lugia's Sign                             |                       |                  |
| STEP 11 Return to Tilt Village—Mission Clear!             |                       |                  |
| <b>Browser Complete!</b>                                  |                       |                  |

To begin Mission 16, you'll need to record 300 Pokémon in your Browser. For more details, check the Browser Complete Guide (P. 102)

### STEP 1 Capture Pokémon to get your Browser to 300

In order to take on the final Mission, you'll need to have 300 Pokémon registered in your Browser. Check your Browser from the Styler Menu, and refer to the Browser Complete Guide (P. 102) to find any Pokémon you're missing.



### STEP 2 Encounter the Pinchers again at Rand's house

When you've got 300 Pokémon registered in your Browser and you enter Rand's house, you'll encounter the Pokémon Pinchers. It seems that their leader Blue Eyes has gotten into an accident in the Undersea Cavern, and they've come to ask you to rescue her. But the Pinchers are acting kind of suspicious. Is there another side to this story?



### STEP 3 Rescue Blue Eyes—Mission Start!

Professor Hastings asks you to rescue Blue Eyes. Mission Start! Fly to Tilt Village and speak to Murph. He'll take you out to the Eastern Sea aboard The Union.



### STEP 4 The current in the Undersea Cavern has changed

Jump from The Union into the Eastern Sea, and head to the Undersea Cavern. The underwater currents have increased and changed direction since you were last there. Dive down, being careful not to touch the steam jets that fire from the walls.



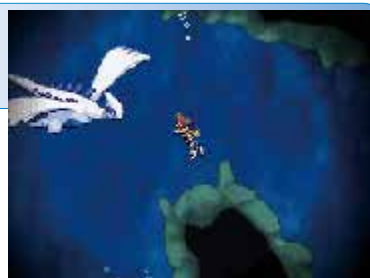
### STEP 5 Capture the Pincher's two Kingdra

Continue to the area with the Save Machine, and a Pincher attacks with two Kingdra. When the Kingdra gather together, loop them as quickly as you can to capture them. Once you've successfully captured the Kingdra, the Pincher realizes that you're there to help Blue Eyes and tells you where she is.



### STEP 6 Make your way through the darkness and find Lugia!

Continue to the left, and you'll hear a loud cry. The Legendary Pokémon Lugia passes by! Lugia is agitated and thrashing around, which seems to be why the currents have changed. Head down from this point to continue looking for Blue Eyes.



### STEP 7 Chase after the Pinchers fleeing in the sea

As you approach, the Pinchers run away in a panic. Follow them. Hold your Nintendo DS vertically, and chase after the Pinchers. Get just above them, and dodge the beams and Plasma Cannon shots. Double-tap the screen to dive after them.



## Mission 16

## Rescue Blue Eyes!

## Walkthrough

STEP  
8Find Blue Eyes  
caught in the rocks

Continue to the right, and you'll find Blue Eyes in a dead end. She can't move, and it seems that her air supply is about to run out. You share your air with her and rescue her safely. It seems she came to the Undersea Cavern to find treasure.

STEP  
9Return to the  
water's surface

Return to the water's surface with Blue Eyes. On the way, you hear Lugia's cry again. Hurry back to The Union, and Lugia will follow, appearing at the water's surface right in front of The Union! Capture Lugia to calm it down.



BOSS

Capture the  
Legendary  
Pokémon  
Lugia

Once Lugia becomes agitated, Bug-, Ghost-, and Dark-group Poké Assists will become especially useful. But this is one tough battle, and you might need to use every Poké Assist at your disposal, even if it's not a very good matchup.

STEP  
10Register Lugia's  
Sign

Once you've successfully captured Lugia, its Sign will appear. Using the Sign drawn on the top screen for reference, record Lugia's Sign. If you take The Union back out to the Eastern Sea and draw that Sign, you can try to capture Lugia again.

STEP  
11Return to  
Tilt Village—  
Mission Clear!

Return to Tilt Village, and Professor Hastings and Rand will come out to greet you. You'll receive 50 Ranger Points for this final Mission Clear! After that, Murph will take everyone on a sunset cruise to congratulate you on your Browser Complete!





# Quest Clear Guide



Quest

1

Pichu's Broken Ukulele

Ranger Points Received 10

Prerequisite


After Pichu's ukulele is broken in Mission 1, "Drive the Pinchers out of the Woods!"

Location

● Renbow Island (Cocona Village)

Client


● Booker




Head to Dolce Island to pick up the materials to repair Pichu's ukulele

Booker is quite upset because the Pinchers broke Pichu's ukulele. Listen to Booker's request and go to Dolce Island (P. 6) with Nick to gather the materials necessary to repair the ukulele. Head south (↓) from Booker's house and speak with the fisherman. He'll take you to Dolce Island. When you arrive at the stump where Booker hid the ukulele material, six Sunkern leap out at once. Capture them, collect the material, and return to Booker's house.

Start Here



This first Quest must be accepted to continue the story. Speak with Booker, and the Quest begins.



To reach the stump that hides the ukulele material, go west (←) from the boat and then south (↓) along the path.

Quest

2

Recharge Pachirisu

Ranger Points Received 10

Prerequisite


Capture Celebi in Mission 1, "Drive the Pinchers out of the Woods!"

Location

● Renbow Island (Cocona Village)

Client


● Little Girl




Pachirisu needs a friend to cheer it up

A little girl in Cocona Village is feeling downhearted because her Pachirisu just doesn't have any energy after being frightened by the Pinchers, who tried to capture it. The little girl thinks that if her Pachirisu could just see another Pachirisu that is full of energy, her Pachirisu would feel better. Capture a Pachirisu and bring it to the little girl. You can find one east (→) of Booker's house on Lapras Beach (P. 7).

Start Here



The girl is in front of the northeastern house in Cocona Village. Look for the Pachirisu.



You can find a wild Pachirisu on Lapras Beach.

Quest

3

A New Path in Teakwood Forest

Ranger Points Received 10

Prerequisite


Capture Celebi in Mission 1, "Drive the Pinchers out of the Woods!"

Location

● Renbow Island (Cocona Village)

Client


● Old Man




Zubat helps you clear a Wooden Fence

An old man in Cocona Village is troubled by a Wooden Fence blocking his way in Teakwood Forest (P. 7). He tried to remove the Wooden Fence himself but hurt his back in the process. Remove the fence for him. Zubat, located in Rasp Cavern (P. 8), can help. Capture Zubat and head south (↓) in Teakwood Forest. Once the Wooden Fence is gone, you'll be able to take a shortcut through Teakwood Forest on your way back to Rasp Cavern.


Start Here



The old man is near the Stone of Time in Cocona Village. Upon listening to his request, hurry to Teakwood Forest.



Zubat is just inside Rasp Cavern.



Once you've cleared the target, return to the old man.

Quest

4

The Elderly Couple's Argument

Ranger Points Received 10

Prerequisite


Capture Celebi in Mission 1, "Drive the Pinchers out of the Woods!"

Location

● Renbow Island (Cocona Village)

Client

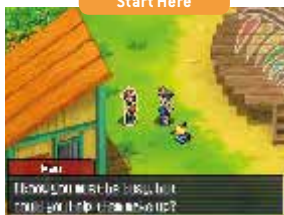
● Man




Solve the secret of the moving rock and reconcile the elderly couple's fight

The elderly couple living in Cocona Village are having an argument after a mysterious experience in Rasp Cavern. Bring Geodude, the cause of the elderly couple's fight, back to the village. Geodude is in Rasp Cavern (P. 8), mimicking a Chunky Rock. Capture a Marill on Dolce Island (P. 6) to perform a Target Clear. Escort Geodude back to Cocona Village, speak with the man who gave you the Quest, and the elderly couple will reconcile.


Start Here



This man is concerned over the elderly couple's argument and is waiting to the southwest of the dais in Cocona Village.



Marill is on the Eastern Beach on Dolce Island.



Enter Rasp Cavern through the eastern entrance.



Post-ending

Quest 5

The Precious Red Berry

Ranger Points Received 25

Prerequisite

Clear Mission 15, "Calm the Sky's Rage!"

Location

● Renbow Island (Cocona Village)

Client

● Booker

### Shake the Forest Tree to find a red berry

Booker asks you to bring him a special red berry. You can obtain one by performing a Target Clear on the right Forest Tree. There are three of these trees in the Oblivia region, but only the one on Mitonga Road (P. 9) will give you a red berry. A Kricketot or a Probopass can perform the Target Clear you need. Head east (→) from Tilt Village, and then east (→) and north (↑) along Mitonga Road to get to the right tree.

Start Here

Visit Booker in his house in Cocona Village and listen to his request.

You'll find Kricketot as soon as you enter Teakwood Forest.

Continue east along Mitonga Road to find the Forest Tree at the end of the path.

Quest 6

The Big One That Got Away

Ranger Points Received 10

Prerequisite

After recovering the Z.Z. Flyer in Mission 2, "Salvage the Sunken UFO!"

Location

● Renbow Island (Lapras Beach)

Client

● Man

### Dive into the Coral Sea and look for the missing lure

The man on Lapras Beach has lost his sparkly, shiny lure and is troubled. When he was fishing in the Coral Sea, some large unknown thing cut his line. Go look for the Pokémon that swam off with the lure. To go to the Coral Sea (P. 8), speak with the nearby Nixie, and Lapras will take you there. Find the Luvdisc with the lure in its mouth and capture it, and you'll receive the lure back. Then speak with the man for a Quest Clear!

Start Here

Head east (→) from Cocona Village, and find the gentleman under the tree on Lapras Beach who lost his lure.

Dive into the Coral Sea, head down and to the right to the dead end, and you'll find the Luvdisc that took the lure.

Quest 7

The Son's Lunch

Ranger Points Received 10

Prerequisite

After adding Sign Mode during Mission 3, "Liberate the Wireless Tower!" and clearing Quest 4, "The Elderly Couple's Apartment"

Location

● Renbow Island (Cocona Village)

Client

● Old Woman

### Take the forgotten lunch to the Wireless Tower

The old woman in Cocona Village tells you that her son left for work without his lunch. Take the lunch to the young man at the Wireless Tower (P. 8) where he works. The Wireless Tower is a ways from Cocona Village, so consider riding Raikou there to speed up the trip. Head west (←) from Rand's house, north (↑) on Latolato Trail, and continue along the road to the Wireless Tower. Once you've handed over the lunch to the man, it's Quest Clear!

Start Here

The old woman is in a house on the south side of the dais in Cocona Village. It's the same house you visited in Quest 4.

The young man who left without his lunch is in front of the hut at the Wireless Tower.

Quest 8

My Lunch

Ranger Points Received 10

Prerequisite

Clear Quest 7, "The Son's Lunch"

Location

● Renbow Island (Wireless Tower)

Client

● Man

### Return the lunch stolen by the Pidgy

Upon taking the lunch to the Wireless Tower and clearing Quest 7, something happens. A Pidgy comes flying through, snaps up the lunch, and flies away. Go get the hungry man's lunch back from the Pidgy! The Pidgy that flew off with the lunch is on Wireless Tower 5F (P. 8). Capture it, and you'll get the lunch back. Then go speak with the young man, and it's Quest Clear!

Start Here

Upon clearing Quest 7 in front of the hut at the Wireless Tower, Quest 8 starts.

The Pidgy that flew off with the lunch can be found at the dead end to the south (↓) of the floor with the strong winds.

Quest 9

The Sleepless Granny

Ranger Points Received 10

Prerequisite

Clear Mission 4, "Investigate the Old Mansion!"

Location

Mitonga Island (Tilt Village)

Client

Old Woman

Bring granny a Noctowl to give her a good night's sleep

A granny in Tilt Village is troubled by insomnia. She has heard that there is a Pokémon called Noctowl that can make people sleep, so she would like you to bring that Pokémon to her. Noctowl is just outside the Old Mansion (P. 10). Bring Noctowl back to Tilt Village and speak with the granny for a Quest Clear! Thanks to Noctowl, she's finally able to fall asleep. That's not all, though—the mischievous Noctowl makes you sleep, too!

Start Here

The sleepless granny is in the second house in the south ( ↓ ) of Tilt Village.

Noctowl is near the Save Machine north ( ↑ ) of the gate to the Old Mansion.

Post-ending

Quest 10

Ralph's Bright Idea

Ranger Points Received 25

Prerequisite

Clear Mission 15, "Calm the Sky's Rage!" and clear Quest 5, "The Precious Red Berry"

Location

Renbow Island (Cocona Village)

Client

Nick

Chase after Ralph to assuage Nick's worries

Ralph and Nema have teamed up to name the striped bridge Nick built, and Nick is worried that they'll end up getting into a fight over the name. He asks you to go after them to break it up. Check Rand's house, Latolato Trail, Hinder Cape, and then Latolato Trail again. In the end, you see that Nick is worried about nothing (as usual), and it's Quest Clear!

Start Here

The Quest begins at Booker's house. Just as Nick said, head to Rand's house.

Listen to Nema, and go to the striped bridge on Latolato Trail.

From the storehouse, return to the striped bridge.

Ralph isn't at the bridge. Hurry to the storehouse on Hinder Cape.

Post-ending

Quest 11

The Forbidden Song

Ranger Points Received 25

Prerequisite

Clear Mission 15, "Calm the Sky's Rage!"

Location

Renbow Island (Rand's House)

Client

Rand

Find the fourth song handed down in the Oblivia region

At Rand's house, you hear that there's a fourth song in the series of songs about Raikou, Entei, and Suicune. Check the underground bookshelf at the Old Mansion (P. 10), and you'll find a book called "The Forbidden Song." Take this book back to Rand's house, and a strange boy will appear. Just as the boy suggests, head to Tilikule Island, and you'll have the chance to capture Latias (if you're a boy Ranger) or Latios (if you're a girl Ranger).

Start Here

Accept the Quest at Rand's house. It's not just Rand, but also Leanne the archeologist, who is looking forward to having the fourth song.

Take the path on the west side of the Old Mansion to go underground.

Ride Latios/Latias to Tilikule Island.

After you find the book, a strange boy appears.

Quest 12

The Boy's Quiz

Ranger Points Received 20

Prerequisite

After hearing the rumor at the Aqua Resort that Suicune has appeared during Mission 8, "Appease Suicune's Wrath!"

Location

Renbow Island (Cocona Village)

Client

Boy

Bring a Pokémon that meets the boy's requirements

A boy in Cocona Village has been investigating Pokémon in order to create a quiz. He wants to test his quiz on you, so use your noodle and participate! The boy asks you to bring him a Pokémon that matches this description: Always light and floating, with a purple body and an "X" mark. Fly on Staraptor to capture either a Drifloon or a Drifblim in the sky above Faldera Island, and talk to Supurna in the Aqua Resort to have it follow you so you can bring it back to the boy. Both Pokémon are a correct answer to the boy's quiz and will earn you a Quest Clear!

Start Here

The boy with a quiz is in front of Booker's house. Capture a Drifloon or Drifblim and bring it back to him.

Drifloon and Drifblim are in the skies over Faldera Island. Unlike other flying Pokémon, they won't run away, so they're easy to capture.



Quest  
13

## Fly, Starly!

Ranger Points Received 15

### Prerequisite

Capture Entei in Mission 5, "Rescue Summer/Ben!" and clear Quest 3, "A New Path in Teakwood Forest"

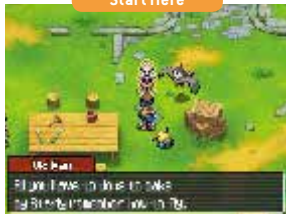
Location ● Renbow Island (Cocona Village)  
Client ● Old Man



### Help Starly recall the how to fly

The old man in west Cocona Village is feeling sad because his Starly cannot how to fly. He'd like to give Starly a little exercise. Speak with him again, and go to Teakwood Forest to chase after Starly. When you get close to Starly, it will run away, so chase it north, toward Rasp Cavern. Starly stretches its wings and takes off through the sky, and it's Quest Clear!

#### Start Here



The old man is standing near the Stone of Time in Cocona Village. Look for the Starly next to him.



If you chase the Starly clockwise around the eastern path, it will fly in circles around a tree, making it almost impossible to catch. Try running counterclockwise instead.



Quest  
14

## Ranger Contest!

Ranger Points Received 30

### Prerequisite

Clear Mission 15, "Calm the Sky's Rage!"

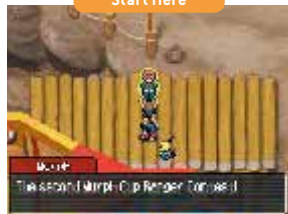
Location ● Mitonga Island (Tilt Village)  
Client ● Murph



### Bring Murph the seven requested Pokémon

Murph in Tilt Village is holding a Ranger Contest! The challenge is to bring Togekiss, Honchkrow, Probopass, Kabutops, Quagsire, Heracross, and Cherrim to Murph. Summer/Ben and Rand are already out collecting Pokémon for the contest, and according to the rules, the first Ranger to bring all seven Pokémon will be the winner! Bring all seven Pokémon to Murph and speak with him, and you'll clear the Quest. Professor Hastings will even come to congratulate you.

#### Start Here



Murph is at the port in Tilt Village. His Ranger Contest Quest is one of the toughest to complete!



After you capture Pokémon in the sky, remember to talk to Supurna in the Aqua Resort so you can take them with you on land.

#### Togekiss

Togekiss will appear in the sky in Pattern 4 (P. 24). If it doesn't appear, land and then fly again.



#### Honchkrow

Honchkrow appears in the sky in Pattern 3 (P. 24). Call Latios/Latias with a Charged Sign to boost its speed, and give chase!



#### Probopass

Probopass is on Mitonga Road past the Daybreak Ruins. (P. 9). Call Entei to get through the rocks.



#### Kabutops

Kabutops is at the end of the Dangerous Cliff (P. 9). You'll need help from Raikou and Entei to get there.



#### Quagsire

Quagsire is at the lake near the Old Mansion (P. 10). Suicune can help you cross the water to the small island.



#### Heracross

Heracross is in the Canal Ruins (P. 16). Hop on Suicune to cross the river.



#### Cherrim

Cherrim is on Latolato Trail (P. 7) west of the striped bridge. Suicune can help you get there. Roar, and Cherrim appears.



Quest

15

The Mild Mankey

Ranger Points Received

10

Prerequisite

After Rand asks you to take Murph a written report in Mission 4, "Investigate the Old Mansion!"

Location

● Mitonga Island (Tilt Village)

Client

● Lady

Escort Mankey back from the Old Mansion

A lady in Tilt Village gives Mankey a snack every day. But today, Mankey hasn't shown up yet, so she's worried and would like you to check on it. Head north (↑) on Mitonga Road to the Old Mansion (P. 10). Go west (←) from the mansion's front door, and you will find the Mankey being attacked by two Misdreavus. Capture all three Pokémon to clear the Quest, and Mankey's Sign will appear on the nearby stone.

Start Here

The lady who tells you about Mankey is in the first house south (↓) of Tilt Village.

Mankey is chased by two Misdreavus.

Clear the Quest and record Mankey's Sign.

Quest

16

Search for the Runaway Boy

Ranger Points Received

15

Prerequisite

After it becomes clear that a hole has opened in The Union in Mission 7, "Protect Moltres!"

Location

● Mitonga Island (Tilt Village)

Client

● Lady

Look for the son at Daybreak Ruins and explain the lady's misunderstanding

The son of a lady living in Tilt Village ran away without doing his chores. An older woman appears and tells you that the son has gone to the Daybreak Ruins (P. 10). Listen to the lady's request, and escort the son back home. From Mitonga Road (P. 9) head east (→) and then north (↑) to the entrance of the ruins, and you'll see her son. Follow him inside and listen to his side of the story for a Quest Clear!

Start Here

The lady who is upset because her son disappeared is near the Save Machine in Tilt Village.

Continue to the interior of the Daybreak Ruins and find the son. Chase him down and talk to him.

Quest

17

The Coral Charm

Ranger Points Received

20

Prerequisite

After beginning Mission 13, "Destroy the Fortress Barrier!"

Location

● Renbow Island (Lapras Beach)

Client

● Aluna

Chase Kingdra and retrieve the charm

Aluna, the little girl on Lapras Beach, has a request on behalf of her brother. He has lost the Shining Coral Charm he got from his girlfriend, and she doesn't want him to get in trouble. Speak with Nixie and ride Lapras out to the Coral Sea (P. 8) to look for the charm. As you try to reach the charm, a Kingdra beats you to it. Chase the agitated Kingdra and capture it.

Start Here

Aluna, on Lapras Beach, gives you the Quest to find her brother's Shining Coral Charm.

Cross over the current and dive, and you'll find something shiny.

Chase Kingdra, dodging the bubbles.

Capture the agitated Kingdra.

Quest

18

Maddeningly Spicy!

Ranger Points Received

15

Prerequisite

After The Union springs a leak in Mission 7, "Protect Moltres!"

Location

● Renbow Island (Curl Bay)

Client

● Girl

Calm the four Pokémon that ate superspicy bread

There's a girl in Curl Bay who asks you to help some Pokémon that ate some of her superspicy bread. Speak to the girl again, and she'll tell you that you need to find Mothim, Gible, Stunky, and Bibarel. Capture all four of these Pokémon for a Quest Clear!

Start Here

Speak to the girl in the north (↑) of Curl Bay to begin this Quest.

Mothim is agitated.

Chase the frightened Stunky.

Gible is also agitated.

Bibarel is also frightened.



Quest

19

Vulpix's Ruins Exploration

Ranger Points Received 20

Prerequisite

After meeting the Societea in Mission 8, "Appease Suicune's Wrath!"

Location

Mitonga Island (Daybreak Ruins)

Client

Young Man

### Rescue the Vulpix in the Daybreak Ruins

The young man standing outside the Daybreak Ruins is worried about Vulpix. Enter the ruins and check on Vulpix. Head into the ruins through the room with the big stone statue, and then go west (←). You'll find Vulpix backed up against a wall by three Mightyena. Capture all four Pokémon simultaneously. After a successful capture, the Mightyena run away—Quest Clear! Then Vulpix's Sign appears on the nearby stone.

Start Here

From Tilt Village, go east (→) on Mitonga Road, and head to the Daybreak Ruins. The young man is by the ruins entrance.

Help the Vulpix cornered by the Mightyena.

After Quest Clear, you can register Vulpix's Sign.

Quest

21

The Photographer's Request

Ranger Points Received 20

Prerequisite

After meeting the Societea in Mission 8, "Appease Suicune's Wrath!"

Location

Sophian Island (Sophian Road)

Client

Yoran

### Yoran really wants to photograph a Dunsparce—grant his wish

On Sophian Road you'll find Yoran, a photographer. Yoran really wants to get a photo of Dunsparce. You can find a Dunsparce for him in Rasp Cavern (P. 8) on Renbow Island. To get there, ride a Staraptor to Cocona Village and head west (←). Continue north (↑) through Teakwood Forest to the cavern. Capture Dunsparce, bring it back to Yoran, and speak with him again for a Quest Clear!

Start Here

Enter Sophian Road, head west (←) to the bend, and you'll find the photographer Yoran.

Dunsparce is in Rasp Cavern on Renbow Island. Use the eastern entrance to find it.

Quest

20

Chase the Flying Tools

Ranger Points Received 15

Prerequisite

Clear Mission 7, "Protect Moltres!"

Location

Renbow Island (Wireless Tower)

Client

Man

### Capture Beldum and return the man's tools

The man who repairs the Wireless Tower is in a bit of trouble because a Pokémon has carried off his important tools. It seems he has angered a Pokémon with a body that looks like iron and floats in the air. This Pokémon is Beldum. It is on 6F of the Wireless Tower. Capture Beldum, retrieve the man's tools, and speak with him again for a Quest Clear. After you clear the Quest, a wild Beldum will appear on Wireless Tower 4F.

Start Here

The man is inside the hut at the Wireless Tower, west (←) of Rand's house.

The Beldum that took the man's tools is on the scaffolding on the eastern side of the Wireless Tower 6F.

Quest

22

Trash the Pokémon Traps

Ranger Points Received 15

Prerequisite

After The Union springs a leak in Mission 7, "Protect Moltres!"

Location

Mitonga Island (Tilt Village)

Client

Old Woman

### Break the three Small Cages that the Pinchers set up

An old woman in Tilt Village tells you that the Pinchers have set up traps to catch Pokémon and asks you to break them. The Small Cage traps can be found in three locations—on the Dangerous Cliff (P. 9), on Mitonga Road (P. 9), and at the Old Mansion (P. 10). Along the way you'll find a Kricketune, a Mothim, and a Treecko that can break the traps. Ride Entei to smash the rocks as you go. Once you've broken all three cages, speak to the old woman again.

Start Here

The old woman who tells you about the traps is in the north part of Tilt Village.

There's a Small Cage on the Dangerous Cliff.

There's a Small Cage on Mitonga Road.

There's a Small Cage by the pond at the Old Mansion.

## Quest 23 Happy, Come Home!

Ranger Points Received 20

Prerequisite Clear Mission 7, "Protect Moltres!"

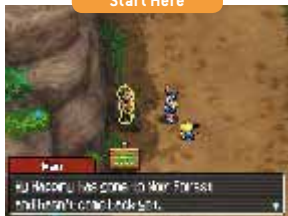
Location ● Mitonga Island (Mitonga Road)  
Client ● Man



### Pick up the Happy in Noir Forest

A man on Mitonga Road tells you that he's worried because his Happy entered Noir Forest and has not come home yet. He wants you to escort Happy back. From where you meet the man, head north (↑) and then east (→) around the bend to Noir Forest (P. 9). Continue along the path, being careful not to get caught by Dusclops, and capture Happy. Then return to the entrance. The quickest way to do this is to purposely get caught by Dusclops. Speak with the man again, and it's Quest Clear!

Start Here



Leave Tilt Village through the north (↑) exit, and you'll see the man waiting. He's worried about his Happy.



Enter Noir Forest and go east (→). Happy appears from the north (↑).

## Quest 25 Purugly, Come Home!

Ranger Points Received 20

Prerequisite After being invited to Cocona Village by Rand in Mission 9, "Chase After Red Eyes!"

Location ● Mitonga Island (Tilt Village)  
Client ● Young Lady



### Find the runaway Purugly in the Old Mansion and escort it home

The young lady in Tilt Village is in a panic because her beloved Purugly has disappeared. She scolded Purugly for breaking a plate, and it ran away. Continue to Mitonga Road, and a man tells you that he saw a Purugly headed to the Old Mansion (P. 10), so head north (↑). Head to the mansion's dining room and capture Purugly. Then return to Tilt Village and speak with the young lady again for a Quest Clear!

Start Here



This young lady really likes Purugly, and she can be found in Tilt Village in the house farthest to the north (↑).



Purugly is in the dining room at the end of the corridor in the Old Mansion.

## Quest 24 Save Bidoof!

Ranger Points Received 15

Prerequisite After capturing Entei in Mission 5, "Rescue Summer/Ben!"

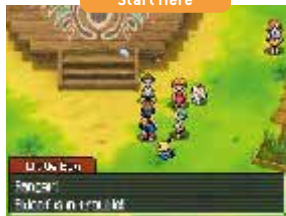
Location ● Renbow Island (Cocona Village)  
Client ● Little Boy



### Rescue the Bidoof from Croagunk

A boy in Cocona Village tells you about a Bidoof he saw being chased by Croagunk. From Cocona Village, head west (←) and then north (↑) in Teakwood Forest (P. 7). In front of Rasp Cavern, you'll find Bidoof, with Croagunk chasing it. Capture Croagunk and it will run away, but Bidoof is still frightened. Capture Bidoof and it will calm down. After the Quest is clear, you can record Bidoof's Sign.

Start Here



The little boy who found Bidoof being chased by Croagunk is near the dais in Cocona Village.



Bidoof is at the entrance to Rasp Cavern.



Clear the Quest, and the nearby stone will begin to shine.

## Quest 26 A Hot Meal for Buneary

Ranger Points Received 20

Prerequisite After being invited to Cocona Village by Rand in Mission 9, "Chase After Red Eyes!"

Location ● Sophian Island (Sophian Road)  
Client ● Girl



### Carefully guide four Buneary to calm them

The girl on Sophian Road says she has a hot meal for the Buneary on Mt. Sorbet, but she can't get close enough to feed them because they keep running away. Speak with the girl again, and she'll show you where the Buneary gather. Chase after the four frightened Buneary, guiding them toward the rocks. Once you've cornered all four Buneary, it's Quest Clear! After that, you can record Buneary's Sign.

Start Here



From the Aqua Resort, head north (↑) to Sophian Road to talk to the girl.

The girl shows you where the Buneary gather.



Clear the Quest, and the nearby stone will begin to shine.

They run when you chase, so guide them carefully.



## Quest 27 The Fisherman's Rage

Ranger Points Received 20

### Prerequisite

After being invited to Cocona Village by Rand in Mission 9, "Chase After Red Eyes!" and clearing Quest 45, "Cute, Cute Jumpluff"

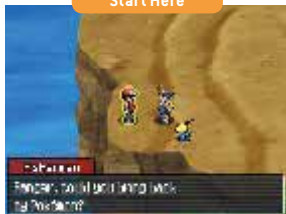
Location ● Mitonga Island (Old Mansion)  
Client ● Fisherman



### Get the fisherman's catch back from the Pinchers!

A fisherman in a dead end to the west (←) of the Old Mansion tells you that he's angry because the Pinchers stole some of the Pokémon he caught. Head south (↓) from the Old Mansion, call Entei, and ride on its back east (→) along Mitonga Road (P. 9). Two Pinchers are waiting for you. This turns out to be a trap, and the fisherman client was in on it. The Pinchers attack with Scyther, Cleffa, and Combusken. Capture them for a Quest Clear!

#### Start Here



From Mitonga Road, head west (←) from the Old Mansion's gate. The fisherman is waiting in a dead end.



The Pinchers are waiting in an area east (→) of the Daybreak Ruins.

## Quest 28 The Sad Suicune

Ranger Points Received 30

### Prerequisite

Clear Mission 15, "Calm the Sky's Rage!"

Location ● Sophian Island (Aqua Resort)  
Client ● Weber



### Repair Raikou's, Entei's, and Suicune's Monuments

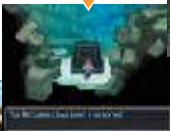
Weber in Aqua Resort is concerned because Suicune seems sad. Go to Rand's house and consult with Leanne. She suggests that it could be because the Monuments were broken. Repair the Monuments in the Daybreak Ruins and Canal Ruins, then go to the top of Mt. Layuda. There you will find a Monument fragment. Finally, repair the Monument in Rasp Cavern and report back to Weber.

#### Start Here



Weber is in a house in the western side of the Aqua Resort.

Entei's Monument is at the Daybreak Ruins exit.



Raikou's Monument is in the center of Rasp Cavern.

Suicune's Monument is at the bottom of the lake in the Canal Ruins.

## Quest 29 The Friendly Guide

Ranger Points Received 20

### Prerequisite

After Nema strengthens your Power Charge in Mission 10, "Rescue Nema and Leanne!"

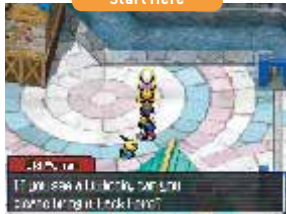
Location ● Sophian Island (Aqua Resort)  
Client ● Old Woman



### Escort the Ludicolo in the Canal Ruins to the old woman

Speak with the old woman on the northern side of the fountain at the Aqua Resort, and she tells you that when she recently got lost in the Canal Ruins, a Ludicolo helped her find her way home. She'd like to see that Ludicolo again. Ludicolo is on the western side of the Canal Ruins (P. 16). Call Suicune and traverse the river to the Canal Ruins. Once you've captured Ludicolo, return to the Aqua Resort and speak with the old woman again.

#### Start Here



The old woman looking for Ludicolo is west (←) of the port in the Aqua Resort.



While riding Suicune, head west (←) over the river to the Canal Ruins, and then south (↓) to the dead end and you'll find Ludicolo.

## Quest 30 The Famous Ranger Detective

Ranger Points Received 20

### Prerequisite

After Nema strengthens your Power Charge in Mission 10, "Rescue Nema and Leanne!"

Location ● Sophian Island (Aqua Resort)  
Client ● Old Man



### Retrieve the old woman's brooch from Sneasel

The old man in the house at Aqua Resort is troubled because the brooch he gave his sister has disappeared. Then his sister's husband arrives, insisting that he was the one who gave her the brooch, and a fight ensues. The back of the brooch will reveal the giver. In order to confirm the engraving, go look for the brooch. Speak with the fisherman at the port in Aqua Resort, and he says a Sneasel found the brooch. Capture the nearby Sneasel, and it will return the brooch.

#### Start Here



Head east (→) from the Save Machine in the Aqua Resort to find the old man who wants to speak to you about his sister's missing brooch.



The fisherman is on the north pier in the Aqua Resort port.



Sneasel is agitated. Capture it to calm it down.





## Quest 35 Something Money Can't Buy

Ranger Points Received 20

Prerequisite

Begin Mission 13, "Destroy the Fortress Barrier!"

Location ● Sophian Island (Aqua Resort)

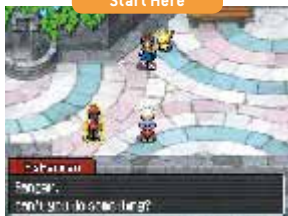
Client ● Old Woman



### Retrieve the package from the Eastern Sea

There's an old woman in Aqua Resort who was really looking forward to a package of fresh vegetables from her son, but she's heartbroken because she heard from a fisherman that her important package was dropped in the sea. Go to Tilt Village and speak with Murph to ride The Union to the Undersea Cavern [P. 19]. Underwater, you'll end up eavesdropping on some Pinchers. The Pinchers run away, so chase after them. They attack with a Mantine and a Tentacruel.

Start Here



Along the path to the south (↓) of the fountain on the west end of the Aqua Resort, you'll find an old woman looking forward to an important delivery.

Give chase, dodging the fired beams and bombs.



The Pinchers attack with Mantine and Tentacruel.

## Quest 36 The Forest Vespiquen

Ranger Points Received 20

Prerequisite

After Nema strengthens your Power Charge in Mission 10, "Rescue Nema and Leanne!"

Location ● Sophian Island (Sophian Road)

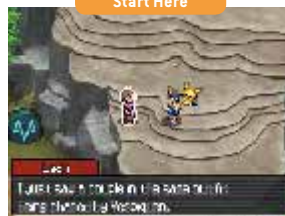
Client ● Lady



### Help the Pinchers on Sophian Road that are attacked by Vespiquen

A lady on Sophian Road is concerned about two people dressed in matching outfits and being chased by Vespiquen. She wants you to help them. Call Raikou and head west (←) on Sophian Road. You'll come upon two Pinchers who are being attacked by Vespiquen. As soon as the Pinchers see you, they ask you for help. Capture the two Vespiquen. Upon a successful capture, the two Pinchers have a change of heart, change out of their uniforms, and leave.

Start Here



Next to the entrance to Mt. Sorbet on Sophian Road is a lady who is worried about a couple.



The two Vespiquen are agitated. If you have any Fire-, Flying-, or Rock-group Pokémon, they'll come in handy.

## Quest 37 Rolling Graveler

Ranger Points Received 10

Prerequisite

After Rand asks you to take Murph a written report in Mission 4, "Investigate the Old Mansion!"

Location ● Renbow Island (Hinder Cape)

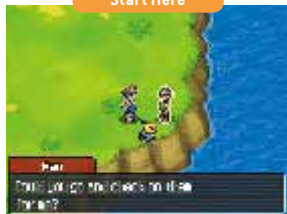
Client ● Man



### Help the Graveler controlled by the Pinchers

A man at Hinder Cape is worried because the Graveler that usually seem calm are acting strangely. Listen to his request and go check on the Graveler on Mt. Latolato [P. 7]. The two Graveler are being controlled by the Pinchers. Capture them to calm them down. Once you've captured them, the Pinchers will attack you with two Wooper. Capture them and it's Quest Clear! After the Quest Clear, a symbol appears on the nearby stone. Record Graveler's Sign.

Start Here



From Rand's house, head west (←), continue north (↑), and then east (→) to Hinder Cape to find the man.



Capture two Graveler, and then two Wooper.



After Quest Clear, Graveler's Sign appears.

## Quest 38 The Piplup in Faldera Volcano

Ranger Points Received 20

Prerequisite

After Nema strengthens your Power Charge in Mission 10, "Rescue Nema and Leanne!"

Location ● Faldera Island (Faldera Volcano)

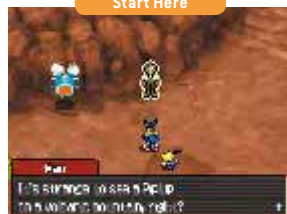
Client ● Man



### Help the Piplup lost on Faldera Volcano

A man on Faldera Island saw a lost Piplup on the volcano, and he's worried that it may not be able to handle the heat. Accept the Quest, touch "Yes," and go to the map where Piplup is lost. Chase after Piplup and guide it through the south (↓) exit to clear the Quest. Along the way you will be challenged by an agitated Golem, so don't just stand in one place—chase after Piplup.

Start Here



There's a man at the base of Faldera Volcano who is concerned about Piplup.



Chase Piplup to the south (↓) exit to get it out of harm's way. Watch out for the pools of lava!

Post-ending

Quest 39

A Cry from the Sky


Ranger Points Received 25

Prerequisite

Clear Mission 14, "Protect the Peace of Oblivia!"

Location ● Renbow Island (Cocona Village)


Client ● Young Lady




Investigate the Pokémon in the sky above vanished Dolce Island

A young lady in Cocona Village is concerned because after the Sky Fortress attack, a Pokémon has been flying around in circles above the place where Dolce Island used to be, crying. Call Latios/Latias, and head to the former location of Dolce Island. Check the skies over the south ( ↓ ) end of Renbow Island, and the crying Pokémon will appear. It's a Togekiss! Capture it to calm it down, and you'll clear the Quest.

Start Here



East of the dais in Cocona Village is a young lady who is worried about a Pokémon mourning the loss of Dolce Island.



Take to the skies above Dolce Island's former location. The screen changes and Togekiss appears.

Quest 40

A Fisherman's Litter


Ranger Points Received 20

Prerequisite

After meeting the Societea in Mission 8, "Appease Suicune's Wrath!"

Location ● Sophian Island (Aqua Resort)


Client ● Fisherman




Help the Lumineon that is suffering from swallowing garbage

There's a fisherman in the Aqua Resort who tells you he is concerned because he dropped some litter in the Canal Ruins and it was swallowed by a Lumineon that ran away. He'd like you to go check on the Lumineon. From Sophian Road, head to the Canal Ruins and then south ( ↓ ), where you'll find a large hole in the ground. Touch "Yes" to dive in, and chase after the Lumineon. Dodging bubbles and twisters, double-tap the screen to chase and catch up to Lumineon. Return to the Aqua Resort, and speak with the fisherman again.

Start Here



In the northern end of the port on the east side of the Aqua Resort is a fisherman who is concerned about Lumineon.



Lumineon runs away, firing bubbles and twisters. Dodge the attacks and chase Lumineon.

Quest 41

Mitonga Island's Odd Stones


Ranger Points Received 10

Prerequisite

After capturing Entei in Mission 5, "Rescue Summer/Ben!"

Location ● Mitonga Island (Tilt Village)


Client ● Casey




Entei can help you smash the rocks that appear in Noir Forest

Casey in Tilt Village asks you to smash the rocks that have appeared in Noir Forest with Entei's help. Call Entei, listen to Casey's request, and touch "Yes" to go to Noir Forest. Entei will smash the smaller rocks automatically, and can smash large boulders if you touch the screen to charge. Once you've smashed all the rocks, speak with Casey by the exit for a Quest Clear!

Start Here



Standing in front of the house farthest to the west ( ← ) are Casey and Willey, who would like you to smash some rocks.



Ride Entei to smash the rocks. You can smash small rocks just by running through them. To clear the big boulders, touch the screen again while Entei is running, and it will charge right through the obstacle.

Quest 42

Luggage for Renbow Island


Ranger Points Received 15

Prerequisite

After capturing Entei in Mission 5, "Rescue Summer/Ben!"

Location ● Renbow Island (Big Booker Bridge)


Client ● Lady




Take the parcel to Herb in Cocona Village

A lady at the Big Booker Bridge has a parcel for her son Herb. But there are herbs all over Herb's house. The lady can't handle the smell of her son's herbs, so she asks if you could take the parcel to Herb himself instead. Herb lives in Cocona Village (P. 7). Speak to Herb in his house, and he asks you to take a letter to his mother. Return to the Big Booker Bridge and speak with the lady again to deliver Herb's letter.


Start Here



Leave Tilt Village and you'll find a lady on the east side of the Big Booker Bridge who wants a parcel delivered.



Herb is in the house in the lower right corner of Cocona Village.



Once you've received the letter, speak with the lady again.



## Post-ending Quest 43 The Explorer's Report

Ranger Points Received 25

**Prerequisite** After Articuno, Zapdos, and Moltres return to their mountains in Mission 15, "Calm the Sky's Rage!"

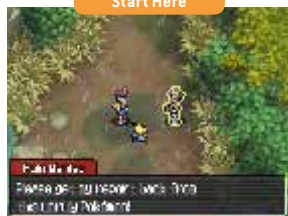
**Location** ● Sophian Island (Canal Ruins)  
**Client** ● Explorer



### Bring back the Azumarill that took the report intended for Leanne

There's an explorer at the Canal Ruins who wrote a report for the archeologist Leanne, but an Azumarill took the report and ran away. Capture the Azumarill and get the report back. Azumarill is at Silver Falls (P. 15) to the west (←) of the Canal Ruins. Once you've captured Azumarill, return to the Canal Ruins and speak with the explorer. Once you've returned it, you find that the report was actually a love letter for Leanne.

Start Here



Enter the Canal Ruins from Sophian Road, and you'll encounter an angry explorer who wrote the report.



From the Canal Ruins, ride Suicune and continue west (←) on the river to Silver Falls, and you will find the Azumarill.

## Post-ending Quest 45 Cute, Cute Jumpluff

Ranger Points Received 15

**Prerequisite** After capturing Entei in Mission 5, "Rescue Summer/Ben!"

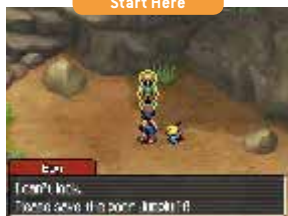
**Location** ● Mitonga Island (Mitonga Road)  
**Client** ● Boy



### They're cute, but they're tired! Help the Jumpluff!

There's a boy on Mitonga Road who is angry about a girl who is running in circles chasing some Jumpluff. Listen to his request, and save the Jumpluff from the girl. Continue north (↑) on Mitonga Road, and you'll find the girl. She's a Pincher, and these Jumpluff are exhausted from being chased around. To cheer them up, capture the three Jumpluff. After a successful capture, the girl reflects on her actions, and the matter is settled. After the Quest is clear, a symbol will appear on the nearby stone. Record Jumpluff's Sign.

Start Here



On the eastern side of Mitonga Road, ride Entei through the rocks. You'll find a boy who is concerned about the Jumpluff that are being chased.



The Pincher requests that you cheer up the Jumpluff.



Find Jumpluff's Sign after Quest Clear!

## Post-ending Quest 44 Mitonga Island's Odd Stones 2

Ranger Points Received 25

**Prerequisite** Clear Mission 14, "Protect the Peace of Oblivia!" and clear Quest 41, "Mitonga Island's Odd Stones"

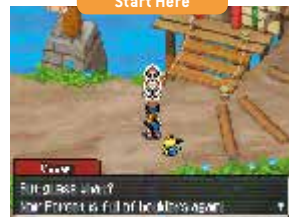
**Location** ● Mitonga Island (Tilt Village)  
**Client** ● Casey



### Entei can help you smash the rocks that appear in Noir Forest again

Casey, who asked you to smash rocks in Quest 41, has another Quest for you. Just as before, he'd like you to smash the rocks that have appeared in Noir Forest. But unlike before, there seem to be some rocks that will explode upon impact! Ride Entei and speak with Casey, and then touch "Yes." Avoid the red rocks, which will explode and damage you, but smash all the other rocks in Noir Forest. Speak with Casey again for a Quest Clear.

Start Here



Just like in Quest 41, Casey is standing in front of the house farthest to the west (←) in Tilt Village.



If you smash a red rock, you'll take damage. Remember that Entei can smash small rocks just by running through them.

## Post-ending Quest 46 Gather the Drifloon!

Ranger Points Received 25

**Prerequisite** Clear Mission 14, "Protect the Peace of Oblivia!" and clear Quests 22, "Trash the Pokémon Traps," and 32, "Brother on the Dangerous Cliff"

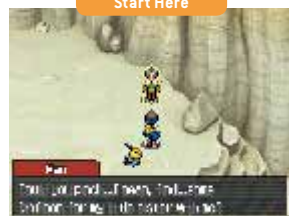
**Location** ● Mitonga Island (Dangerous Cliff)  
**Client** ● Man



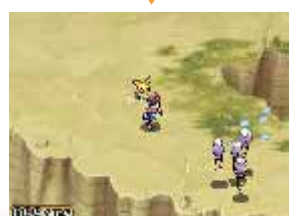
### Chase the Drifloon on the Dangerous Cliff to gather them in one place

The man on the Dangerous Cliff is the brother of the girl you met in Quest 32. He'd like to gather some Drifloon for his sister. But there's something strange about him... Talk to him again and touch "Yes," then chase the four Drifloon into the dead end to the west. Once you've gathered them, you find that the man is actually a Pincher in disguise! Capture the four attacking Sableye, then the Araldo and Swampert.

Start Here



Ride Entei and Raikou to the east (→) part of the Dangerous Cliff, and you'll find a man with a Quest.



Chase the Drifloon and they'll run away. Guide them to the dead end to the west.

Post-ending

Quest 47

The Explorer's Letter

Ranger Points Received 25

Prerequisite

After Articuno, Zapdos, and Moltres return to their mountains in Mission 15, "Calm the Sky's Rage!" and Quest 43, "The Explorer's Report," is cleared

Location ● Sophian Island (Canal Ruins)

Client ● Explorer

Bring back the Floatzel that ran off with the letter from Leanne

It's another Quest from the explorer in the Canal Ruins. Leanne wrote back to him about his report, but Floatzel ran off with the letter, and the explorer is angry. Capture Floatzel and bring it back here. Floatzel is in the Oblivia Ruins (P. 18). From the Canal Ruins, continue west (←) on the river and enter the Oblivia Ruins behind the waterfall. Capture Floatzel, return to the Canal Ruins, and speak with the explorer again.

Start Here

Clear Quest 43, and continue along to this Quest. The explorer is in the same location.

Floatzel is in the Oblivia Ruins, to the east (→) of the room where the Claydol are patrolling.

Post-ending

Quest 48

A Fun Ride in the Sky

Ranger Points Received 25

Prerequisite

Clear Mission 14, "Protect the Peace of Oblivia!"

Location ● Renbow Island (Rand's House)

Client ● Nema

Head to the skies to test the Nema-Flyer

At Rand's house, Nema is just itching to take her new Nema-Flyer out for a test run. She asks you to fly with her once. Speak with her again and touch "Yes," and the two of you take to the skies. As you're having fun flying through the air, the Nema-Flyer malfunctions and its Auto-Battle System is activated! Guide Latios/Latias to dodge the Plasma Cannon shots. Once the Nema-Flyer runs out of energy, it's Quest Clear!

Start Here

Nema is at Rand's house. It might be a frightening experience, but join her for a ride in the sky.

Dodge the large number of Plasma Cannon shots from the Nema-Flyer. Use the Control Pad to dodge more easily.

Post-ending

Quest 49

Dolce Island's Pichu

Ranger Points Received 30

Prerequisite

Clear Mission 15, "Calm the Sky's Rage!" and clear Quest 10, "Ralph's Bright Idea"

Location ● Renbow Island (Cocona Village)

Client ● Booker

Gather the Pichu that are adventuring through the Oblivia region

Booker thinks the Pichu at his house might be lonely, so he suggests gathering the rest of Dolce Island's Pichu for a reunion. Listen to Booker's request, and capture the six Pichu that have traveled to the corners of the Oblivia region. The Pichu can be found in Cocona Village, Teakwood Forest, Mt. Latolato, the Dangerous Cliff, Silver Falls, and Faldera Volcano. Capture all six and bring them back, and speak with Booker. It's Quest Clear, and a fun reunion party begins!

First

To the east of Booker's house is a signboard. Have Entei, Raikou, or Suicune roar in front of it to startle Pichu out of hiding.

Second

Perform a Target Clear on the Forest Tree in front of the eastern entrance to Rasp Cavern (P. 8).

Third

After listening to the conversation at Rand's house, head to Mt. Latolato (P. 7). You'll meet Pichu on the bridge.

Fourth

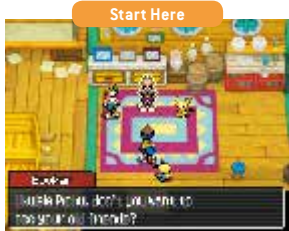
From Tilt Village, head to the Dangerous Cliff (P. 9). Ride Entei or Raikou and head east (→).

Fifth

After going to the Aqua Resort, head to Silver Falls (P. 15). Pichu falls out of the sky.

Sixth

Then head to Faldera Island (P. 13). Land and you'll meet Pichu.



Find Booker at his house in Cocona Village. You'll have to clear Quest 10 first.



Accept the Quest and leave Booker's house, and you'll be told that there's a Pichu nearby.



Post-ending

Quest 50

Herb's Research

Ranger Points Received

25

Prerequisite

Clear Mission 14, "Protect the Peace of Oblivia!" and clear Quest 42, "Luggage for Renbow Island"

Location

● Renbow Island (Cocona Village)

Client

● Herb

### Escort three Pokémon to Herb

Herb asks you to bring him a Venusaur, a Carnivine, and a Vileplume. Venusaur is on Latolato Trail (P. 7), and Carnivine is on Sophian Road (P. 15). Vileplume is in the Canal Ruins (P. 16), but it's disguised as a Huge Flower, so you'll need a Magmortar or Camerupt to reveal it. Once you've gathered all three Pokémon, speak with Herb.

Start Here

Ride Suicune from the striped bridge to find Venusaur.

Ride Suicune and get help from Magmortar or Camerupt to capture Vileplume.

Ride Raikou on Sophian Road to reach Carnivine.

Herb is an herb researcher living in a house at the bottom right of Cocona Village. He's working on a book called "How to Tell Herbs and Grass Pokémon Apart."

Post-ending

Quest 51

Power for Nema

Ranger Points Received

25

Prerequisite

Clear Mission 15, "Calm the Sky's Rage!" and clear Quest 48, "A Fun Ride in the Sky"

Location

● Renbow Island (Rand's House)

Client

● Nema

### Capture five Electric-group Pokémon and bring them to Nema

Nema at Rand's house says she's working on a machine that will make you and Rand very happy. She needs you to capture and bring her five Electric-group Pokémon. Jolteon is on top of the Wireless Tower (P. 8). Manectric, Ampharos, Electrode, and Electivire can all be found on Layuda Island (P. 20). Capture the five Pokémon. Then take them back to Rand's house and speak with Nema. She'll use them to power up the "Many Times, Anytime Capture Machine" (P. 106).

Jolteon

From Latolato Trail to Mt. Latolato, on to the Wireless Tower. Jolteon is on the rooftop.

Manectric

Enter Layuda Island, and Manectric is on the other side of the first water area where lightning strikes.

Electivire

Head north (↑) from the first water area where lightning strikes to find Electivire.

Ampharos

Ampharos is on Layuda Island, just east of the second water area where lightning strikes.

Electrode

Head north (↑) after capturing Ampharos to find Electrode.

Post-ending

Quest 52

Go-Rock Oblivia!

Ranger Points Received

50

Prerequisite

Clear Mission 15, "Calm the Sky's Rage!" and all the other Quests!

Location

● Sophian Island (Aqua Resort)

Client

● Manager

### The Go-Rock Quads are in Oblivia for a concert—but they're scattered!

At the Aqua Resort port, you'll meet a man in sunglasses, the manager of the Go-Rock Quads. They've come to Oblivia to put on a concert, and the manager is going crazy because the members are not meeting at the planned time. One member, Tiffany, is over at Weber's workshop doing some shopping. Tiffany tells you where to find Garret. Garret tells you where to find Clyde. Finally, go looking for Billy to gather the members. Once you've gotten the members together, the Quest is clear. The Go-Rock Quads will then hold a concert at the Wireless Tower—with a special guest solo by Ukulele Pichu!

Start Here

After you've cleared all the other Quests, the manager will appear in Aqua Resort to the left of Supurna.

Tiffany is in Weber's workshop, and she says that Garret went to Mt. Sorbet. Hurry up and head north (↑).

Look for Garret on Mt. Sorbet

On Mt. Sorbet (P. 17) in the avalanche area, Garret is stuck next to a pillar. Help him out, and he'll tell you that Clyde went to an island with a big bridge.

Look for Clyde on the Big Booker Bridge

Speak with Clyde on the Big Booker Bridge (P. 7), and he'll tell you that a Sneasel ran off with his memo. Give chase, and capture Sneasel and Weavile on Hinder Cape.

Look for Billy in the Oblivia Ruins

Back at Weber's shop, you hear that Billy ran after some bad guys who took a boy's Riolu. Capture Lucario at the Oblivia Ruins (P. 18) and rescue Riolu.

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# Browser Complete Guide





# Record All 301 Pokémon and Complete Your Browser

## Complete the story, then complete your Browser!

Your adventure with *Pokémon Ranger: Guardian Signs* doesn't stop with the ending—there are still plenty of Pokémon in the Oblivia region to capture and record in your Browser. Completing your Browser will require recording all 301 Pokémon. Continue your adventure to capture Pokémon that have not appeared yet!



### How Do I Record Pokémon in the Browser?

Before you head out on your journey to complete your Browser, it's best to make sure you know how Pokémon are recorded there. You must capture a Pokémon in order to record it. Selecting a Pokémon in the field with your stylus will show you its name and picture, but it won't record the Pokémon in your Browser.



### How to record Pokémon in the Browser

#### 1 Capture a wild Pokémon

This is the easiest and most basic way Pokémon will be recorded in your Browser. Capture every kind of Pokémon that appears in the field.



### Browser Complete! Time to Celebrate!

If you record all 301 Pokémon appearing in the main game and Quests, you'll get to witness an amazing event. Your Pokémon Ranger friends and other inhabitants of the Oblivia region will come to celebrate your amazing achievement. What kind of festivities are planned? Complete your Browser and see for yourself!



#### 2 Capture a Pinchers' Pokémon

Any Pokémon belonging to those threats to the Oblivia region's peace, the Pokémon Pinchers, that you capture will be recorded in your Browser. However, you will not be able to bring them with you.



### Head Out on an Adventure to Capture Precious Pokémon

In order to complete the Browser, visit all locations once more, and capture any Pokémon that you have not yet recorded in the Browser. New Pokémon will appear after the ending, which will bring a new level of fun and challenge to the game! Check the Browser in the Styler Menu to see which Pokémon you've missed.

### How to capture every Pokémon

#### 1 Capture the new Pokémon that appear post-ending

After the ending, you'll see the credits, and then many new Pokémon that you have not seen yet will appear all over the Oblivia region. Take another trip around Oblivia and record these Pokémon.



#### 2 Capture the hidden and camouflaged Pokémon

Ride Raikou, Entei, or Suicune, and then make it roar! Pokémon hiding behind bushes and rocks may leap out in response to the sound. There are also Pokémon that disguise themselves as things like Yellow Flowers or Chunky Rocks. They will appear with a Target Clear.



#### 3 Clear Quests and capture Pokémon

Quests are a chance to help people. There are also several Pokémon that will appear only during Quests, including Ninetales and Lucario. Also, clearing Quests will earn you Ranger Points (P. 31).



## Register 300 Pokémon in Your Browser and the Mission to Capture Lugia Begins

Once you've got 300 Pokémon recorded in the Browser, go to Rand's house and listen to the conversation. Mission 16, "Rescue Blue Eyes!" will start. Toward the end of this Mission, Lugia will appear, and you will be able to capture it. Splendid! If you can capture Lugia, your Browser will be complete.



### Completion Tip 1

## Capture the New Pokémon that Appear Post-Ending

### Travel the Oblivia region and capture new Pokémon

After the ending, Pokémon that you haven't seen before will begin to appear all over the Oblivia region, so make capturing these your main priority. Pokémon that appeared in your

battles with the Pokémon Pinchers will also start to appear in the wild now, but they are omitted from the list that follows since they should already be in your Browser.

### Completion Tip 2

## Capture the Hidden and Camouflaged Pokémon

### Search for and capture Pokémon in hiding

Some wild Pokémon are hiding in bushes or behind signs. Others have disguised

themselves as a Rugged Rock or a Curious Tree. Find these Pokémon and capture them.

#### ● Pokémon that appear in response to a roar

No.	Pokémon	Location	Map	Requirement to Appear
R-012	Sentret	Mitonga Road	P. 9	—
R-017	Teddiursa	Old Mansion	P. 10	After Mission 12
R-019	Marill	Silver Falls	P. 15	—
R-027	Skiploom	Latolato Trail	P. 7	—
R-091	Croconaw	Sophian Road	P. 15	—
R-132	Cherrim	Latolato Trail	P. 7	—
R-139	Turtwig	Hinder Cape	P. 7	—
R-153	Togepi	Mitonga Road	P. 9	—
R-194	Chimchar	Faldera Volcano	P. 13	—
R-240	Cleffa	Canal Ruins	P. 16	—
R-250	Lickilicky	Canal Ruins	P. 16	—

#### ● Pokémon that appear with a Target Clear

No.	Pokémon	Location	Map	Requirement to Appear
R-011	Sunflora	Mitonga Road	P. 9	Target Clear the Yellow Flower (Burn
R-047	Geodude	Rasp Cavern	P. 8	Target Clear the Chunky Rock (Soak
R-048	Graveler	Mt. Latolato	P. 7	Target Clear the Rugged Rock (Soak
R-055	Murkrow	Teakwood Forest	P. 7	Target Clear the Forest Tree (Tackle
R-098	Bonsly	Mt. Latolato	P. 7	Target Clear the Planted Tree (Soak
R-099	Sudowoodo	Sophian Road	P. 15	Target Clear the Curious Tree (Soak
R-109	Shuckle	Wireless Tower	P. 8	Target Clear the Holey Rock (Soak
R-127	Oddish	Hinder Cape	P. 7	Target Clear the Strange Weed (Burn
R-129	Vileplume	Canal Ruins	P. 16	Target Clear the Huge Flower (Burn
R-145	Budew	Mitonga Road	P. 9	Target Clear the Moving Grass (Burn
R-190	Pineco	Mitonga Road	P. 9	Target Clear the Forest Tree (Tackle
R-193	Vespiqueen	Sophian Road	P. 15	Target Clear the Forest Tree (Tackle
R-243	Lotad	Silver Falls	P. 15	Target Clear the Floating Leaves (Electrify
R-258	Abomasnow	Mt. Sorbet	P. 17	Target Clear the Solid Snow (Burn

### Completion Tip 3

## Clear Quests and Capture Pokémon

### Go on Quests and capture new Pokémon that appear

There are several Pokémon that will appear for the first time during Quests. In Quest 11, if the main character is a boy, Latias will appear. If the hero is a girl, Latios will appear for you to capture.

#### ● Pokémon that appear on Quests

No.	Pokémon	Location	Map	Requirement to Appear
R-163	Purugly	Old Mansion	P. 10	Appears during Quest 25 (P. 93)
R-168	Ninetales	Mt. Sorbet	P. 17	Appears during Quest 33 (P. 95)
R-224	Beldum	Wireless Tower	P. 8	Appears during Quest 20 (P. 92)
R-227	Happiny	Noir Forest	P. 9	Appears during Quest 23 (P. 93)
R-265	Lucario	Oblivia Ruins	P. 18	Appears during Quest 52 (P. 100)
R-278	Latias	Tilikule Monument	P. 19	Appears after Quest 11 (P. 89) *1
R-279	Latios	Tilikule Monument	P. 19	Appears after Quest 11 (P. 89) *2

\*1 – Main character is a boy

\*2 – Main character is a girl

#### ● Pokémon appearing post-ending

No.	Pokémon	Location	Map	Requirement to Appear
R-016	Venusaur	Latolato Trail	P. 7	—
R-056	Honchkrow	Sky	P. 24	Follows Pattern 3
R-155	Togekiss	Sky	P. 24	Follows Pattern 4
R-166	Gengar	Oblivia Ruins	P. 18	—
R-255	Walrein	Mt. Sorbet	P. 17	—
R-294	Blastoise	Silver Falls	P. 15	—
R-295	Heracross	Canal Ruins	P. 16	—
R-296	Blissey	Old Mansion	P. 10	—
R-297	Phione	Canal Ruins	P. 16	—
R-298	Articuno	Mt. Sorbet	P. 17	—
R-299	Zapdos	Mt. Laguda	P. 20	—
R-300	Moltres	Faldera Volcano	P. 13	—
R-301	Lugia	Eastern Sea	P. 19	—

\*Articuno, Zapdos, Moltres, and Lugia will not accompany you when captured.



## SIDEBAR

## 1

## Songs Passed Along in the Oblivia Region

## Songs about a Hero are passed down in the Oblivia region

In the Oblivia region, each island has a folk song praising the activities of a Hero from long ago.

Here are the lyrics to all four songs!



## • The four songs of the Oblivia region



## Raikou's Song

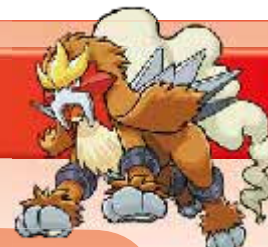


♪ A deep, deep valley blocks the way.  
If you can cross, go ahead, I say.  
The scary valley likes to brag,  
"No one can cross my rocky crags!"  
What nonsense speaks the silly valley?  
For Great Raikou, it's one bound.  
Hero on its back, just one bound.

Location and Person    Man in Cocona Village



## Entei's Song



♪ A giant boulder blocks the way.  
If you can pass, go ahead, I say.  
The massive rock says, full of sass,  
"No one can move my hefty mass!"  
The massive boulder is just slow!  
For Great Entei, it's one blow.  
Even a huge stone, just one blow.

Location and Person    Summer/Ben in the Daybreak Ruins (Heard from Pinchers)



## Suicune's Song

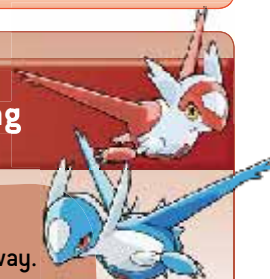


♪ A wide, wide river blocks the way.  
If you can cross, go ahead, I say.  
The raging river likes to roar,  
"No one can reach my other shore!"  
What nonsense speaks the silly river?  
For Great Suicune, it's one step.  
Hero on its back, just one step.

Location and Person    Old Man in the Aqua Resort



## Latios/Latias's Song



♪ A dark thundercloud blocks the way.  
Don't think you can pass, I say.  
Crashing lightning, what shall we do?  
Can anyone alive pass on through?  
What are you saying? Don't be loud.  
Great Latios/Latias soars through clouds.  
Hero on its back, through the clouds.  
But the Hero's not one to imitate!  
'Cause you could meet a dismal fate!

Location and Person    The Strange Boy at Rand's House (Quest 11)

# *Many Times, Anytime Capture Machine Guide*





# Try Capturing Pokémon with the Many Times, Anytime Capture Machine

Try to complete an S-Rank capture on 24 strong Pokémon

Just as its name implies, the Many Times, Anytime Capture Machine is a machine for people like you who love to capture Pokémon! You can capture strong Pokémon that you encountered in-game again. Use the capture skills that you've been improving through your adventure, and aim for an S-Rank capture!



## Start in Nema's Laboratory in Rand's House

After you clear Quest 51, "Power for Nema" (P. 100), you'll be able to use the Many Times, Anytime Capture Machine. To use the machine, enter Rand's house, head east (→), and speak with Nema in her laboratory.



## Unlimited Attempts to Polish Your Capture Technique!

You'll meet lots of Pokémon that are much stronger than they would be during normal game play with the Many Times, Anytime Capture Machine. The more you try to capture these Pokémon, the better your capture technique will become! After battles, you will still receive experience points and your Capture Styler will level up, so you'll get the full benefit.

### Features of the Many Times, Anytime Capture Machine

- 1 You get another chance to capture Pokémon you meet only once in the game.
- 2 Whether you succeed or fail at capturing, Nema will recharge your Styler.
- 3 Even if your Styler gets broken, it's not game over.
- 4 Friend Pokémon with you can use Poké Assists.
- 5 The Pokémon you capture will not accompany you.
- 6 Speak with Nema to return to Nema's laboratory.

## Use Poké Assists Effectively for a Smooth Capture

You can bring your Friend Pokémon from the main game with you when you use the Many Times, Anytime Capture Machine. Use your Poké Assists effectively, based on Pokémon with you. It's not just about effect area, but also about the group of the Poké Assist and whether it causes status effects.

### Recommended Poké Assists for the Many Times, Anytime Capture Machine

#### Recommendation 1 Far-reaching Poké Assists

When a Pokémon uses an attack that reaches in all directions so you can't get close, it's handy to have a far-reaching Poké Assist so you can hit it from a safe distance.



Ex. Gabite's blue fireballs

#### Recommendation 2 Poké Assists that spread out

Fast Pokémon are hard to hit with a Poké Assist. Poké Assists that hit a large area will make it easier.



Ex. Aggron's iron sphere shot

#### Recommendation 3 Poké Assists that have lasting effects

Some Pokémon are really fast, or they teleport, or they move off-screen. A Poké Assist with a lasting effect would be helpful against them.



Ex. Toxicroak's poison puddles

#### Recommendation 4 Poké Assists that cause status effects

If you use Poké Assists that cause status effects, you can restrict your foe's attacks or movement.



Ex. Walrein's blizzard

# Your Last Loop Should Be Power Charged

To get an S-Rank capture, how you complete the capture is important. If you finish the capture with a Power Charged Capture Disc, you'll receive a bonus of 5 points, so make sure to practice this skill!

1
 Raise the Friendship Gauge with Poké Assists

2
 Power Charge where you won't get hit

3
 Your last loop should be Power Charged



# Go in Whatever Order You Like, with No Game Over

With the Many Times, Anytime Capture Machine, 24 Pokémon will appear. The route is pretty direct, the capture order is up to you, and you can even start by capturing Mewtwo, who is at the very end of the route! If you earned only Rank A or Rank B while capturing these Pokémon in the course of the main story, you can try capturing the Pokémon again, aiming for an S-rank capture.

CM 02

CM 03

CM 01

CM 04

\*After Quest 11 is clear, go to Tilikule Island, and if you play as a boy, Latios will appear; if you play as a girl, Latias will appear. From then on, the Pokémon met on Tilikule Island will appear here.



## Modify Your Capture Styler and Take on Stronger Pokémon

Many of the Pokémon that you meet with the Many Times, Anytime Capture Machine are big, or they have strong attacks, so they're difficult to capture. That's where Styler Modification comes in handy! With modifications, you can lengthen your Capture Line, get a faster Power Charge, or boost your Styler Energy. Customizing your Styler can give you the capture advantage you need for that elusive S Rank!



### Recommended Styler Modifications for the Many Times, Anytime Capture Machine

Recommendation

1

Loop large Pokémon with Line Plus

As you level up Line Plus, your Capture Line becomes longer. You can make bigger loops, and even, depending on the enemy, loop while it is attacking.

Recommendation

2

Charge faster with Charge Plus

In order to shorten the amount of time it takes to Power Charge, level up Charge Plus. You'll be able to charge quickly and finish off a tough battle!

Recommendation

3

Blunt attacks with Defense Plus

Level up Defense Plus, and your Styler will take less damage when an attack hits your Capture Disc.

Recommendation

4

No energy worries with Energy Plus

When your Styler Energy falls to zero, you'll have to quit the capture, so level up Energy Plus to raise your Styler's Max Energy.

## Try to Earn No-Miss and Max Loops Capture Bonuses

In order to obtain an S-Rank capture, you must have at least 10 Capture Bonus points. You can earn one point for using an effective Poké Assist, or two points for completing a capture without taking damage. There are lots of other bonuses, too! A really good way to earn bonus points is through consecutive loops. For every five consecutive loops, the bonus increases by one point, so this is a good way to earn precious points.



It's possible to get consecutive loops with agitated Pokémon. Just keep looping and don't worry about calming it with a Poké Assist.

For more information about capture bonuses, see P. 32

# Wireless Multiplayer Mission Guide





# Team Up with Your Friends for a Cooperative Adventure

## Wireless Multiplayer Missions Bring a Different Fun Experience

The Wireless Multiplayer Missions use the Nintendo DS's wireless communications to allow several players to work through an adventure together. You can play these Missions by yourself, but they're designed and recommended to be enjoyed by two to four players.

### Start from the Stone of Time in Cocona Village

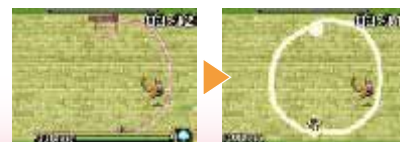
To start a Wireless Multiplayer Mission, you must first clear Mission 4, "Investigate the Old Mansion!" To play, head to the west plaza in Cocona Village on Renbow Island, and touch the Stone of Time. Then select the Leader and members.



### Capture techniques specific to the Wireless Multiplayer Missions

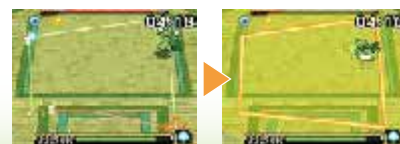
#### Unison Capture

This is a capture technique for two players. When the first player draws a Capture Line, a marker is displayed at the line's origin point. Touch this marker, and enclose the Pokémon.



#### Team Capture

This technique is for three or more players. To enclose the Pokémon, each player charges their Line and connects it to another player's charge point and line to enclose the Pokémon.



### About Wireless Multiplayer Mission Clear Ranks

#### Clear Rank

Rank	Requirement	The Clear Rank awarded at the end of the Mission depends on how much time is left. Aim for S Rank as you play.
S	Clear with 5+ min left	
A	Clear with 3+ min left	
B	Clear with 1.5+ min left	
C	Clear with less than 1:30 left	

### If You See "Game Over"

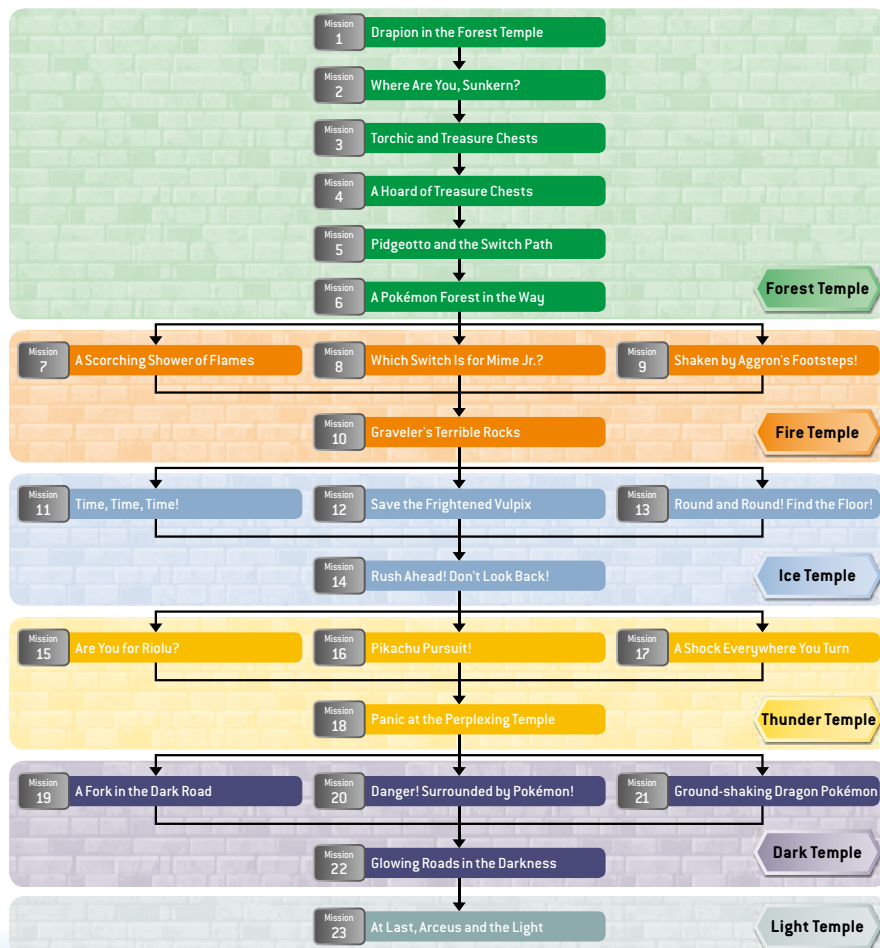
When time runs out, or someone's Capture Styler breaks, it's game over for that Mission. But you can always play again!



### Gather Your Strength, and Clear All 23 Missions

There are 23 Wireless Multiplayer Missions, connected as indicated in the chart below. For example, upon clearing Mission 6, "A Pokémon Forest in the Way," you can challenge any of the Fire Temple's first three Missions. Arceus awaits you as the boss of the final

#### Wireless Multiplayer Missions 23 Mission Chart



## Get to Know the Switches and Items on the Map

There are several different types of switches and panels appearing on the map in Wireless Multiplayer Missions. Use this list to master these switches and panels. The most important among them is the Treasure Chest. Use your Temple Partner to clear it with a Field Move, and you'll find a useful item inside.

### Switches and Panels

Icon	Name	Effect
	Start Point	The Mission's starting point. Stand on top, and your Styler Energy will recover one point for every second you stand.
	Warp Zone to Boss (Closed)	A warp panel connected to the boss's room. When the requirements have not been met, this is closed.
	Warp Zone to Boss (Open)	A warp panel connected to the boss's room. When the requirements are met, this lights up red and you can travel to the boss's room.
	Warp Panel	Move to a different map.
	Switch	When one player steps on this, some mechanism functions.
	Dual Switch	When two players step on both of these simultaneously, some mechanism functions.
	Quad Switch	When four players step on all of these simultaneously, some mechanism functions.
	Treasure Chest	Break open with a Target Clear, and an item will appear inside. There are several kinds, and they will all open with a Field Move. If the Field Move you use matches the icon on top, the contents can have an effect on all players appearing on that map.

### Treasure Chest Contents

Icon	Name	Effect	Same Attribute Target Clear Effect
	Energy Recovery	Recharges Styler Energy. There are three kinds: +20, +40, and +60. They look the same.	None
	Time Extender	Increases remaining time. There are three kinds: +30, +60, and +90. They look the same.	None
	Speed Up	Movement in the field becomes speedier.	Has an effect on all players on the same map.
	Guard Up	Damage received from enemies on the field is reduced by 25%. If the calculations equal 0, the damage dealt is 1.	Has an effect on all players on the same map.
	Power Up	Styler Power increases by 20%.	Has an effect on all players on the same map.
	Partner Up	During capture, your partner's Attack Power increases by 20%. If the Pokémon's Assist level is 5, then for the duration of the Mission, it will become 6.	Has an effect on all players on the same map.
	Heart Slate	When the Mission is cleared, you'll get extra Temple Partners to choose from.	None

## Take Your Temple Partner to the Main Game

You can take your Temple Partner from the Wireless Multiplayer Missions to the main game. In Sign Mode, draw Celebi's Ranger Sign. Celebi will appear and bring your Temple Partner to you through time. However, the Temple Partner will not be recorded in the Browser.



## Level Up Your Capture Styler

The Stylers in the main game and in the Wireless Multiplayer Missions are different. In the Wireless Multiplayer Missions, your Styler will start at Level 1. To level up your Styler, you need Experience Points, which are awarded at Mission Clear.



### Wireless Multiplayer Mission's Styler Level Up

Level	Energy	Power	Exp. Required to Level Up	Total Exp.	Level	Energy	Power	Exp. Required to Level Up	Total Exp.	Level	Energy	Power	Exp. Required to Level Up	Total Exp.
1	30	5	10	10	34	96	50	550	6,076	67	162	225	6,000	82,546
2	32	6	12	22	35	98	53	570	6,646	68	164	235	7,500	90,046
3	34	7	14	36	36	100	58	850	7,496	69	166	245	10,000	100,046
4	36	8	16	52	37	102	61	950	8,446	70	170	255	12,500	112,546
5	38	9	18	70	38	104	64	1,000	9,446	71	172	256	12,500	125,046
6	40	10	35	105	39	106	67	1,050	10,496	72	174	257	12,500	137,546
7	42	11	36	141	40	108	70	1,100	11,596	73	176	258	12,500	150,046
8	44	11	37	178	41	110	75	1,150	12,746	74	178	259	12,500	162,546
9	46	12	38	216	42	112	78	1,200	13,946	75	180	260	12,500	175,046
10	48	13	39	255	43	114	81	1,250	15,196	76	182	261	12,500	187,546
11	50	14	40	295	44	116	84	1,300	16,496	77	184	262	12,500	200,046
12	52	14	41	336	45	118	87	1,350	17,846	78	186	263	12,500	212,546
13	54	16	42	378	46	120	93	1,800	19,646	79	188	264	12,500	225,046
14	56	16	43	421	47	122	100	1,850	21,496	80	190	265	15,000	240,046
15	58	17	44	465	48	124	108	1,900	23,396	81	192	266	15,000	255,046
16	60	19	71	536	49	126	116	1,950	25,346	82	194	267	15,000	270,046
17	62	20	80	616	50	128	125	2,000	27,346	83	196	268	15,000	285,046
18	64	22	95	711	51	130	126	2,050	29,396	84	198	269	15,000	300,046
19	66	23	110	821	52	132	127	2,100	31,496	85	200	270	15,000	315,046
20	68	25	125	946	53	134	140	2,150	33,646	86	202	271	15,000	330,046
21	70	26	140	1,086	54	136	145	2,200	35,846	87	204	272	15,000	345,046
22	72	28	160	1,246	55	138	150	2,250	38,096	88	206	273	15,000	360,046
23	74	29	180	1,426	56	140	155	2,300	40,396	89	208	274	15,000	375,046
24	76	30	200	1,626	57	142	160	2,350	42,746	90	210	276	17,500	392,546
25	78	31	220	1,846	58	144	165	2,400	45,146	91	212	278	17,500	410,046
26	80	34	390	2,236	59	146	170	2,500	47,646	92	214	280	17,500	427,546
27	82	36	410	2,646	60	148	175	2,900	50,546	93	216	282	17,500	445,046
28	84	38	430	3,076	61	150	180	3,300	53,846	94	218	284	17,500	462,546
29	86	40	450	3,526	62	152	185	3,700	57,546	95	225	287	20,000	482,546
30	88	42	470	3,996	63	154	190	4,100	61,646	96	230	290	20,000	502,546
31	90	44	490	4,486	64	156	195	4,500	66,146	97	235	293	20,000	522,546
32	92	46	510	4,996	65	158	205	4,900	71,046	98	240	296	25,000	547,546
33	94	48	530	5,526	66	160	215	5,500	76,546	99	250	300	0	547,546

## Level Up Your Temple Partner Too

You can level up your Temple Partner with the Assist Points (AP) earned at Mission Clear. When you want to level up your Temple Partner, speak with Nelia in the west (←) of Cocona Plaza.



Nelia

For more information on Temple Partner level up, see P. 195

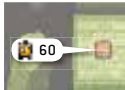


## Wireless Multiplayer Mission Map Guide

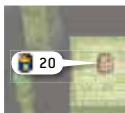
The Wireless Multiplayer Mission maps use several symbols. The symbols are explained below, so take a look before using the maps.



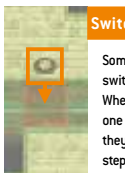
### Map Symbol Guide



**Seconds Added with Time Extender**  
Marks the location of a Time Extender and how many seconds it will add to your time limit.

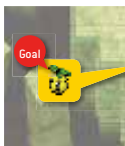


**Energy Recovery Amount**  
Marks the location of an Energy Recovery item and how much energy your Capture Styler will recover.



#### Switch Effects

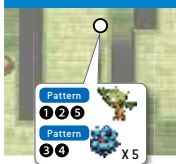
Some sections of floor appear when you step on a switch. These sections are marked with an arrow. When the floor and switch are separated, or when one switch makes several sections of floor appear, they are marked with numbers. In some Missions, stepping on a switch will make Pokémon appear.



#### Goal Pokémon

After you capture certain Pokémon, the Warp Zone to the boss will appear; these are called Goal Pokémon. These Pokémon are marked with the word "Goal" and a color so that you can tell at a glance.

### Patterns of Appearing Pokémon



Depending on the Mission, as you play, the Pokémon that appear may differ. In that case, they will be marked by **Pattern 1** and **Pattern 2**. When the same Pokémon appear in the same places in all patterns, then pattern numbers will not be displayed. Also, when several Pokémon appear at once, the number will be marked, such as "X5."

## Mission 1

# Drapion in the Forest Temple



### Mission Data

**Mission Level** ★★★★★

**Recommended Level** 1+

**Time Limit** 6 min, 30 sec

**Requirement to Open Boss Warp Zone**

Capture Alipom, Pidguy, and Sunkern

### Clear Rewards

#### Clear AP

Rank S	5
Rank A	4
Rank B	3
Rank C	2

#### Slate

Rank S	Drapion (10%) Totodile (90%)
Rank A	Chikorita
Rank B	—
Rank C	—

### Forest Temple

## Learn the Wireless Multiplayer Mission Play Style

All Wireless Multiplayer Missions follow the same basic pattern: Depart from the start point, fulfill the requirements to open the Warp Zone to the boss, and then capture the boss. With Mission 1, let's master how this works. There's only one map, so let's play!



01



## BOSS

### Drapion



Group

Poison

### Capture Technique



Friendship Gauge 300  
Agitated Gauge 40  
AP Received 2

### Effective Poké Assists

Ground Psychic

### Attacks

Attack Method	Damage
Poison stinger	3
Toxic gas	3

Drapion has two attack patterns. When it attacks with toxic gas, you can still loop it and raise the Friendship Gauge, as long as you draw large loops. When Drapion attacks with poison stingers, drop Piplup behind it for a Poké Assist. If it becomes agitated, be careful of the toxic gas and use a Poké Assist.

## Mission 2

# Where Are You, Sunkern?



### Mission Data

Mission Level	☆☆☆☆☆
Recommended Level	2+
Time Limit	6 min, 30 sec
Requirement to Open Boss Warp Zone	Capture three Sunkern

Capture three Sunkern

### Clear Rewards

#### Clear AP

Rank S	5
Rank A	4
Rank B	3
Rank C	2

#### Slate

Rank S	Sandslash (10%) Sandshrew (90%)
Rank A	—
Rank B	Sunkern
Rank C	—

### Forest Temple

## Warp Zones Appear! Show Some Teamwork!

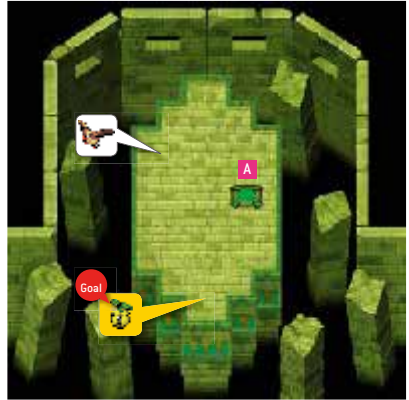
The green Warp Zones make their first appearance in Mission 2. Stand on top of a green Warp Zone, and you will be transported to another map. Before stepping on the green Warp Zone, confirm where you'll be going by checking the top screen first. Then fulfill the requirements, and head to the boss Warp Zone.



01



02



03



04



## BOSS

### Sandslash



Group

Ground

### Capture Technique



Friendship Gauge 420

Agitated Gauge 50

AP Received 3

#### Effective Poké Assists

Grass	Water	Ice
-------	-------	-----

#### Attacks

Attack Method	Damage
Sand clump	2
Split the ground	2
Split the ground	2
Split the ground	2

Sandslash attacks by throwing a sand clump or striking with three different attacks that split the ground. If you touch the sand clump, you'll take damage, so be careful of it as you loop Sandslash. When it splits the ground in a straight line, that's your chance to use a Poké Assist. Get behind it. When Sandslash is agitated, it will continuously split the ground, so be careful not to get your Temple Partner surrounded.



## Mission 3

## Torchic and Treasure Chests



## Mission Data

Mission Level ★☆☆☆☆

Recommended Level 3+

Time Limit 2 min

Requirement to Open Boss Warp Zone

Capture four Torchic

## Clear Rewards

## Clear AP

Rank S	5
Rank A	4
Rank B	3
Rank C	2

## Slate

Rank S	Vileplume (10%) Torchic (90%)
Rank A	Sudowoodo
Rank B	—
Rank C	—

## Forest Temple

## Target Clear the Treasure Chests for a Profitable Path to the Boss

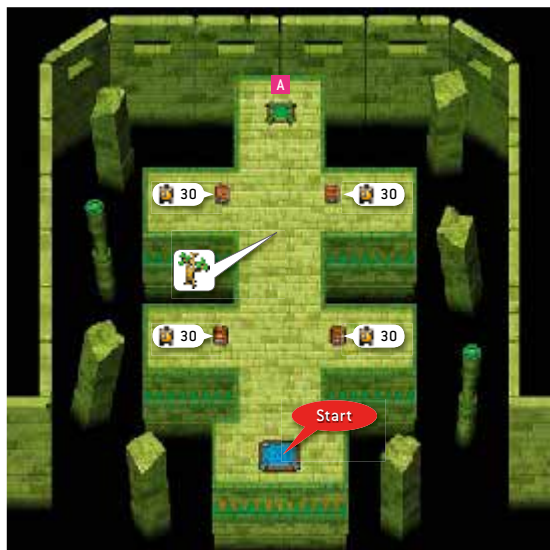
Treasure Chests make their first appearance in Mission 3. Have your Temple Partner perform a Target Clear to open the Treasure Chest, and a helpful item will appear [P. 111]. When you find a Treasure Chest, make sure to Target Clear it so you can pick up the item.



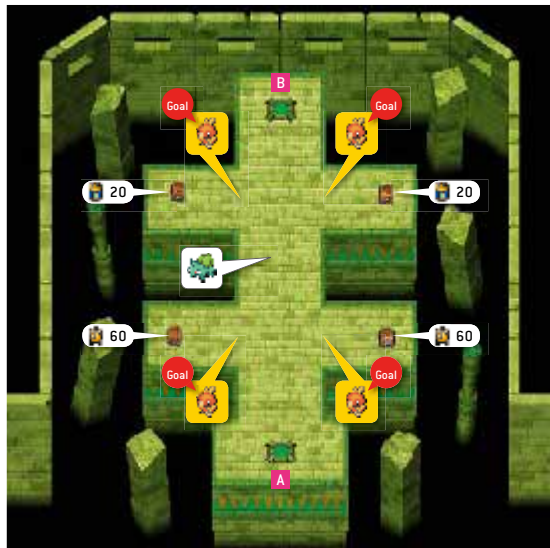
03



01



02



## BOSS

## Vileplume



Group

Grass

## Capture Technique



Friendship Gauge 560

Agitated Gauge 54

AP Received 3



Effective Poké Assists

Poison

Fire

Ice

Flying

Bug

## Attacks

Attack Method	Damage
Scatters pollen	2
Hurls leaves	2
Scatters leaves	2

Vileplume has three types of attacks. Since you haven't yet unlocked a Temple Partner of a group that's effective against Vileplume, try the challenge with your current Temple Partner. When Vileplume gets agitated, be careful of the pollen and hit it with a Poké Assist.

## Mission 4

A Hoard of  
Treasure Chests

## Mission Data

Mission Level ★☆☆☆☆

Recommended Level 4+

Time Limit 7 min, 30 sec

Requirement to Open Boss Warp Zone

Capture four Pidgy

## Clear Rewards

## Clear AP

Rank S	5
Rank A	4
Rank B	3
Rank C	2

## Slate

Rank S	Forretress (10%) Pidgy (90%)
Rank A	Chatot
Rank B	—
Rank C	—

## Forest Temple

## More Fun with Treasure Chests

Treasure Chests marked with a Field Move icon make their first appearance in Mission 4. If you use a matching Field Move to clear these marked Treasure Chests, the item inside may have an effect on all players (P. 111). Collect items and capture four Pidgy.

02



03



01



## BOSS

## Forretress



Group

Steel

## Capture Technique



Friendship Gauge 640

Agitated Gauge 61

AP Received 4

## Effective Poké Assists

Fire Fighting Ground

## Attacks

Attack Method	Damage
Explodes	4
Shock wave	2

Poké Assists effective against Forretress are Fire, Fighting, and Ground. Make sure to bring along a Temple Partner that can use one of these Poké Assists. When Forretress becomes agitated, it will quickly jump into the air and fire off a shock wave. If it jumps very high, it will either explode or send off several shock waves. This will open up a large gap, giving you a chance to hit it with a Poké Assist.



# Mission 5

## Pidgeotto and the Switch Path



### Mission Data

Mission Level	☆☆☆☆☆
Recommended Level	5+
Time Limit	6 min, 30 sec
Requirement to Open Boss Warp Zone	Capture two Pidgeotto

Capture two Pidgeotto

### Clear Rewards

#### Clear AP

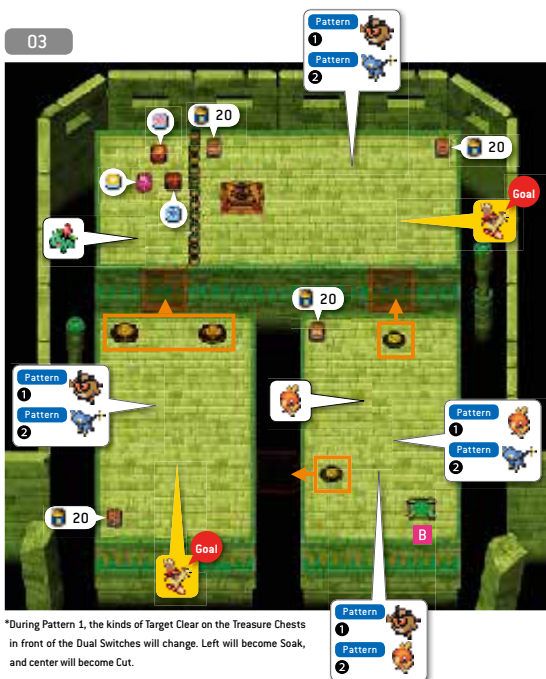
Rank S	5
Rank A	4
Rank B	3
Rank C	2

#### Slate

Rank S	Sceptile (10%) Pidgeotto (90%)
Rank A	Turtwig
Rank B	—
Rank C	—

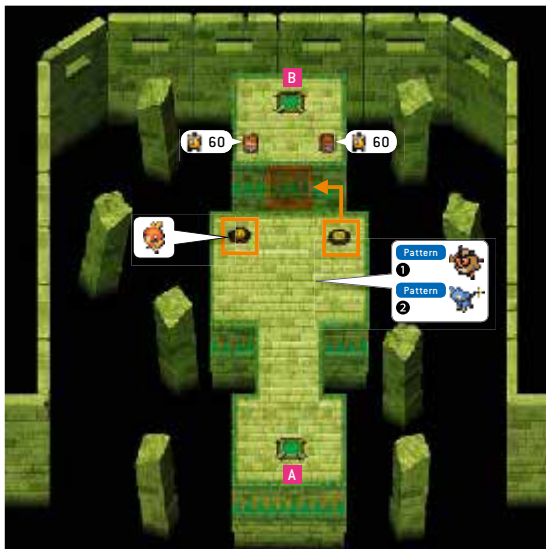


03



\*During Pattern 1, the kinds of Target Clear on the Treasure Chests in front of the Dual Switches will change. Left will become Soak, and center will become Cut.

02



01



### Forest Temple

## Step on the Switch to Open the Path Ahead

Switches make their first appearance in Mission 5. Stand on a switch to make the path forward appear. There's also one Dual Switch, which must be stepped on by two players at the same time. Step on the switches, continue to map 03, and capture the two Pidgeotto.

## BOSS

### Sceptile



Group

Grass

### Capture Techniques



Friendship Gauge 870

Agitated Gauge 73

AP Received 4

### Effective Poké Assists

Poison Fire Ice  
Flying Bug

### Attacks

Attack Method	Damage
Slice attack	2
White blade throw	2
Slice attack	4

Sceptile moves very fast. A Bug-group Poké Assist can make it Slowed, so bring a Temple Partner with a Bug-group Poké Assist if you have one! When Sceptile becomes agitated, get behind it and hit it with a Poké Assist. After Sceptile stops in the center of the screen and fires off several white blades, it's your chance to do a Team Capture.

## Mission 6

# A Pokémon Forest in the Way



### Mission Data

Mission Level	★☆☆☆☆
Recommended Level	6+
Time Limit	5 min, 30 sec
Requirement to Open Boss Warp Zone	

Capture four Bulbasaur

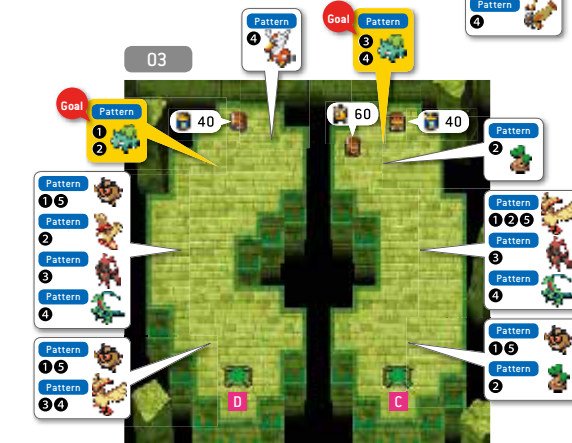
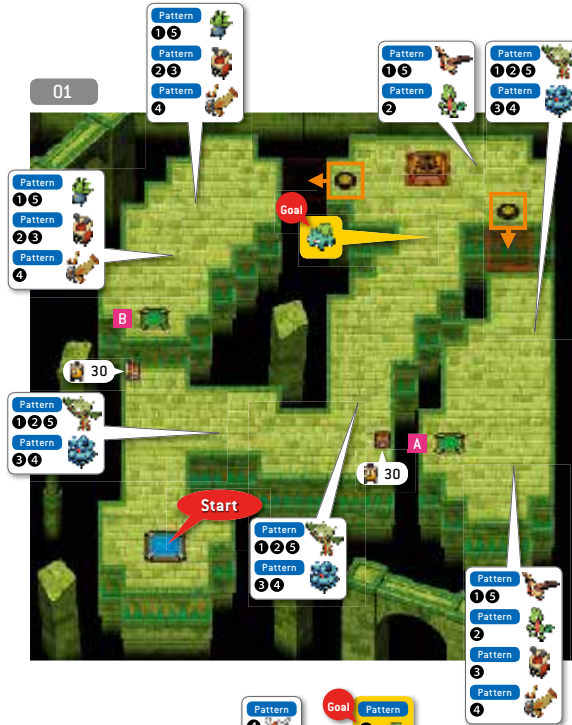
### Clear Rewards

#### Clear AP

Rank S	10
Rank A	7
Rank B	5
Rank C	4

#### Slate

Rank S	Tangrowth (10%) Ivysaur (90%)
Rank A	Bulbasaur
Rank B	—
Rank C	—



\*In Patterns 3 and 4, the Time Extender Treasure Chest is moved to the left.



### Forest Temple

## Keep Going Past the Agitated Pokémon

Capture four Bulbasaur in Mission 6. There are a lot of agitated Pokémon that will attack or rush you if you get too close. One Pokémon that you really should be careful of is Pidgeot. It's strong and takes a while to capture, so avoid it if you can.

## BOSS

### Tangrowth



Group

Grass

### Capture Technique



Friendship Gauge 2,610

Agitated Gauge 226

AP Received 5

Effective Poké Assists

Poison Fire Ice  
Flying Bug

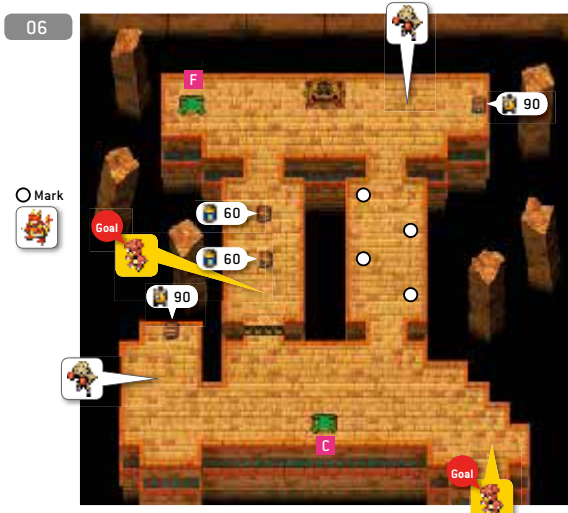
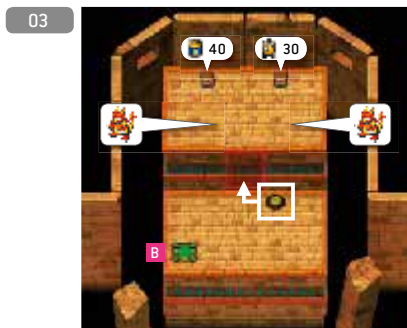
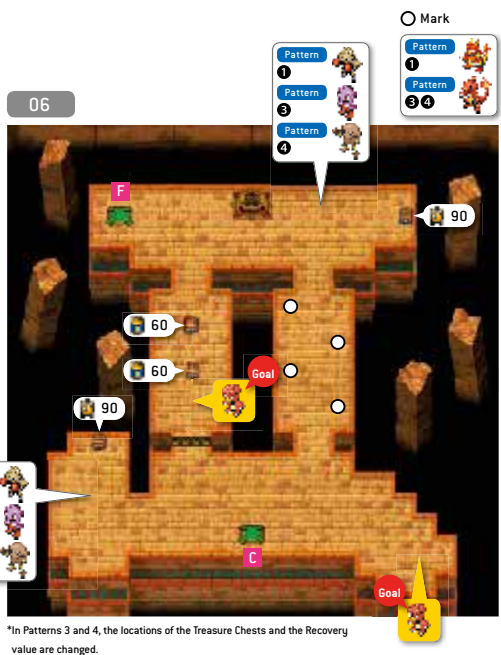
### Attacks

Attack Method	Damage
Scatters pollen	5
Ivy growing seeds	4
Ivy growing seeds	4
Ivy growing seeds	4

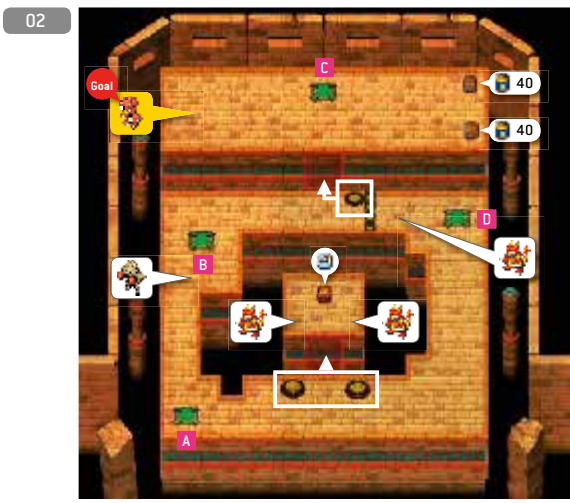
Because Tangrowth uses an attack that scatters pollen around, close-range Poké Assists do not work. However, Pidgeotto's long-range Poké Assist is very useful. When Tangrowth starts the attack that scatters seeds that grow ivy, wait until the ivy disappears, and then immediately hit with a Team Capture.







Pattern 2





## Mission 8

# Which Switch is for Mime Jr.?



### Mission Data

Mission Level ★★☆☆☆

Recommended Level 11+

Time Limit 9 min, 45 sec

Requirement to Open Boss Warp Zone

Capture six Mime Jr. by stepping on the right switches

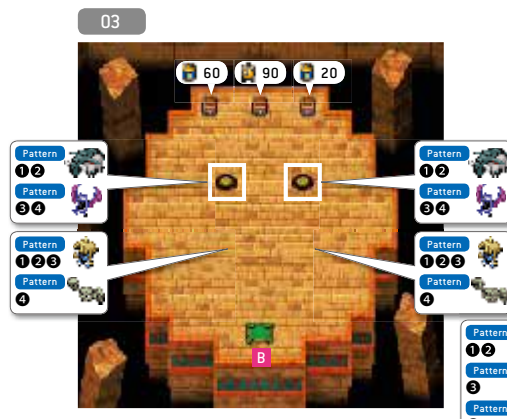
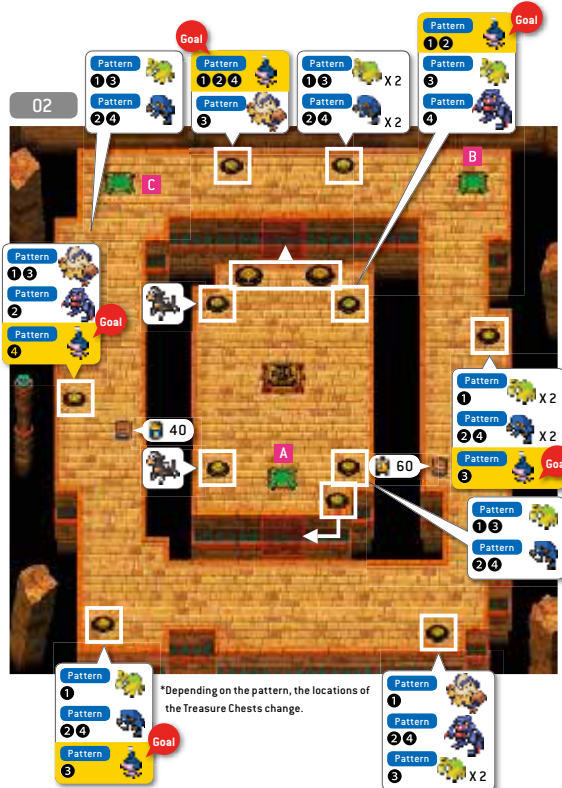
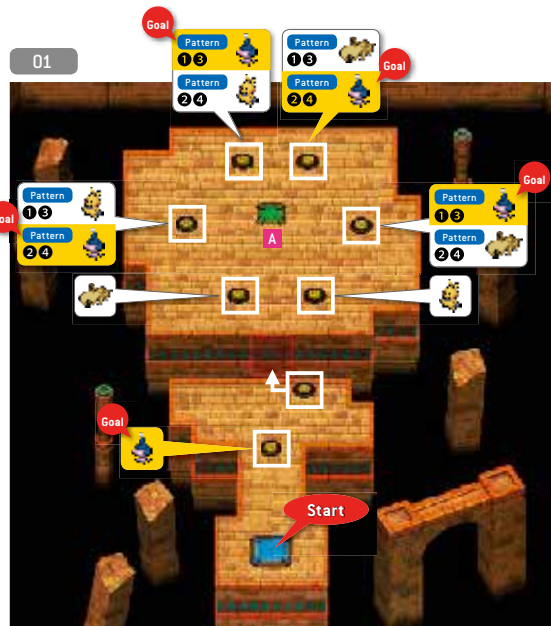
### Clear Rewards

#### Clear AP

Rank S	20
Rank A	15
Rank B	10
Rank C	8

#### Slate

Rank S	Blaziken (10%) Combusken (90%)
Rank A	Mime Jr.
Rank B	-----
Rank C	-----



## Fire Temple

## Step on the Switches to Make Mime Jr. Appear

In Mission 8, stepping on a switch can make Pokémon appear. From the many switches, you must figure out which will cause Mime Jr. to appear, and capture six of them. There are four different patterns, and the Mime Jr. switches differ between patterns.

## BOSS

### Blaziken



Group Fire

### Capture Technique



Friendship Gauge 3,360

Agitated Gauge 415

AP Received 6

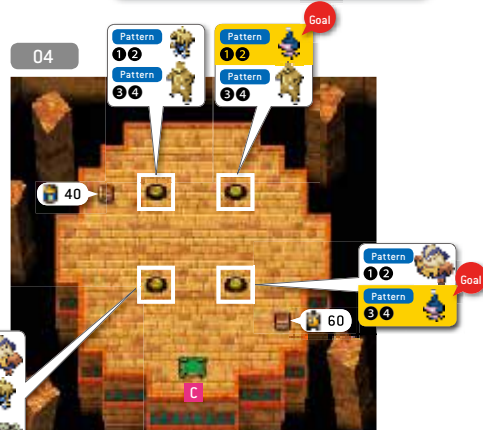
Effective Poké Assists

Water Ground Rock

### Attacks

Attack Method	Damage
Scatters fire	3
Fire pillar	2
Scatters fire	4
Fire pillar	6

Blaziken moves very quickly, so a Poké Assist that can make it Slowed will be useful. When Blaziken becomes agitated, it may use an attack that hits your Temple Partner, so be careful. When Blaziken's done running back and forth creating fire pillars, take the chance to perform a Team Capture.



## Mission 09

## Shaken by Aggron's Footsteps!

## Mission Data

Mission Level ★☆☆☆☆

Recommended Level 13+

Time Limit 7 min

Requirement to Open Boss Warp Zone

Capture four Bastiodon

## Clear Rewards

## Clear AP

Rank S	40
Rank A	30
Rank B	20
Rank C	16

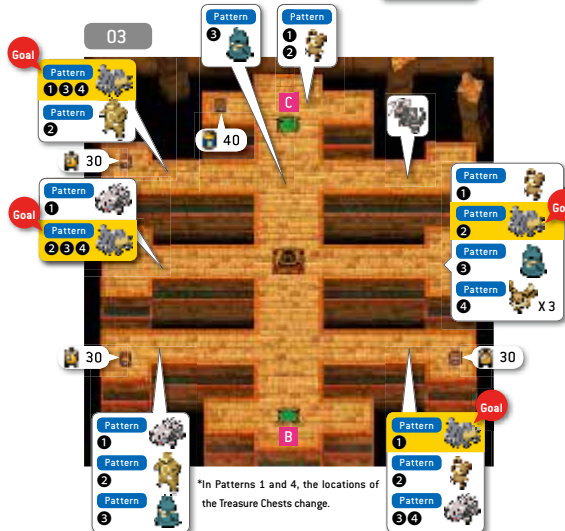
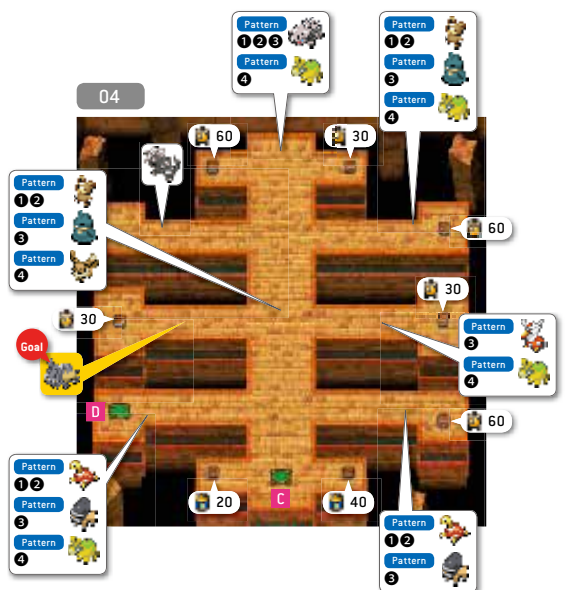
## Slate

Rank S	Probopass (10%) Bastiodon (90%)
Rank A	Aron
Rank B	-----
Rank C	-----

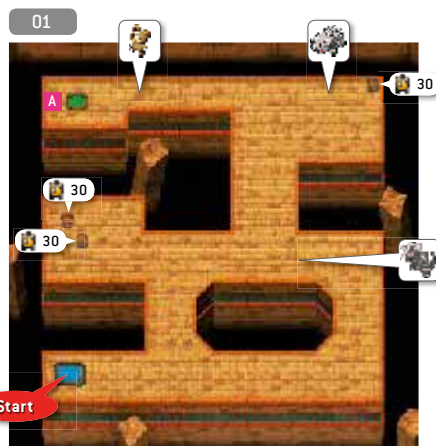
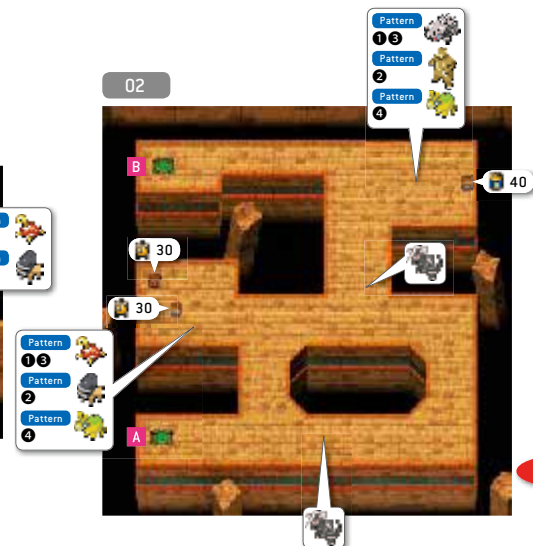
## Fire Temple

## Dodge the Aggron and Capture the Bastiodon

The goal of Mission 9 is to capture four Bastiodon. The Aggron that you will encounter along the way are very strong, and they take a while to capture. You're best off trying to avoid them as you capture the Bastiodon.



\*In Patterns 1 and 4, the locations of the Treasure Chests change.



## BOSS

## Probopass



Group

Rock

## Capture Technique



Friendship Gauge 6,000

Agitated Gauge 467

AP Received 6

## Effective Poké Assists

Grass Water Fighting  
Ground Steel

## Attacks

Attack Method	Damage
Electrical discharge	4
Ground split	6
Scatters electric spheres	4
Ground split	4

When Probopass becomes agitated, it splits fissures in the ground from top to bottom. The space available to loop is very narrow, so hit it with effective Poké Assists. As the Friendship Gauge increases, Probopass starts to split the ground from left to right. Dodge the cracks in the ground when you call on your Temple Partner.



## Mission 10

# Graveler's Terrible Rocks



### Mission Data

Mission Level	★★★★☆
Recommended Level	16+
Time Limit	5 min, 15 sec
Requirement to Open Boss Warp Zone	

Capture eight Pokémon

### Clear Rewards

#### Clear AP

Rank S	40
Rank A	30
Rank B	20
Rank C	16

#### Slate

Rank S	Tyranitar (10%) Pupitar (90%)
Rank A	Larvitar
Rank B	
Rank C	

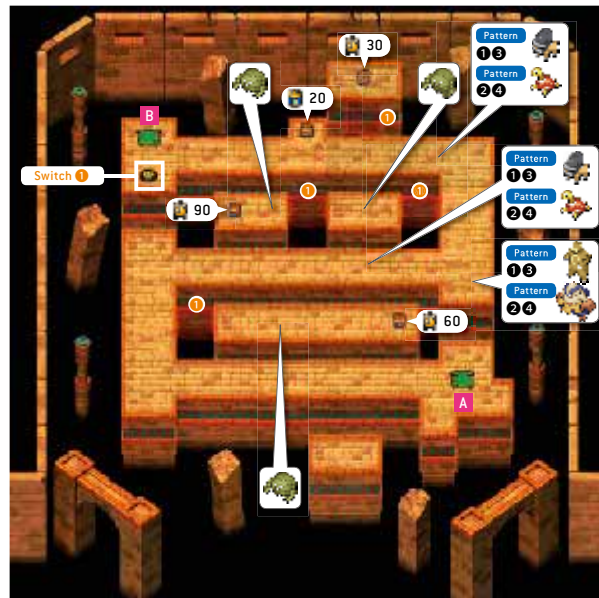


## Fire Temple

## Capture Eight Pokémon While Gathering Time Extenders

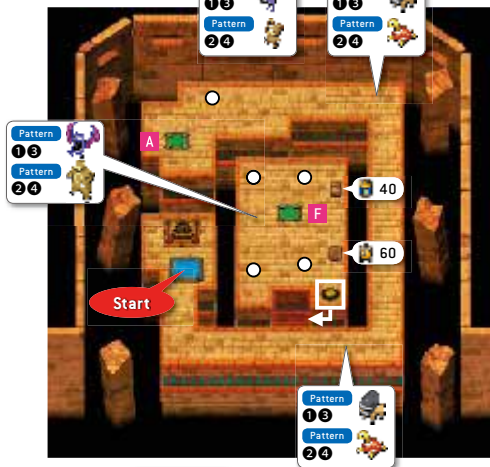
For Mission 10, you must capture any eight Pokémon in order to advance to the boss's room. However, the time limit is quite short. Go around to every map, gathering the Time Extenders from the Treasure Chests to extend the time limit.

02

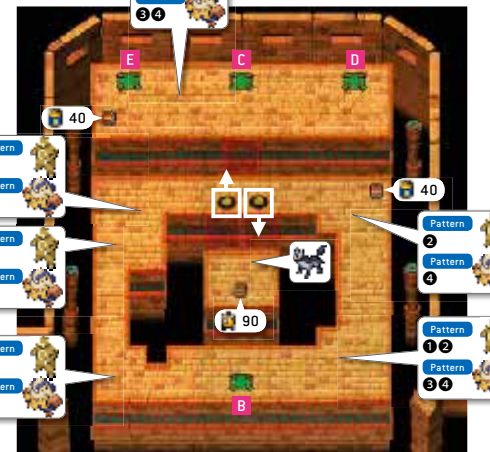


\*In Patterns 1 and 3, the Treasure Chest holding the Energy Recovery is moved to the lower left.

01



03



\*In Patterns 1 and 3, the right switch will make the upper floor appear, and the left switch will make the lower floor appear.

## BOSS

## Tyranitar



Group

Rock

### Capture Technique



Friendship Gauge 7,125

Agitated Gauge 1,215

AP Received 11

### Effective Poké Assists

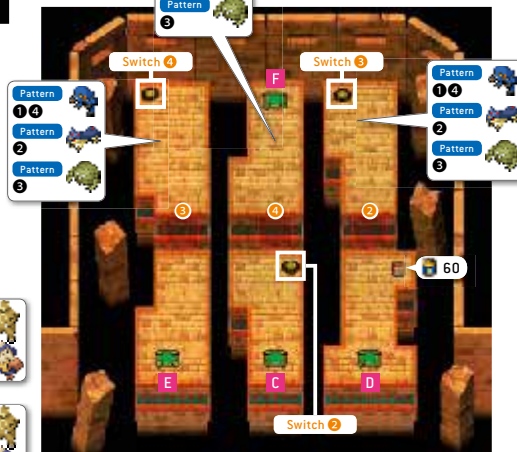
Grass	Water	Fighting
Ground	Steel	

### Attacks

Attack Method	Damage
Ground split (big)	8
Drops rocks	6
Dark shock wave	4
Ground split (big)	8

Remember that Tyranitar's Friendship Gauge will decrease if you leave it alone for too long. During Tyranitar's attacks, you can't loop it, so use your Poké Assists freely to keep the gauge from decreasing. A Poké Assist that can make Tyranitar Tired or Paused will be very useful.

04



\*In Patterns 1 and 3, the Treasure Chest containing Energy Recovery is in a different location.

\*In Pattern 2, there is an Energy Recovery 40 in the Treasure Chest.



## Mission 11

# Time, Time, Time!



### Mission Data

Mission Level	★★★★☆
Recommended Level	19+
Time Limit	1 min
Requirement to Open Boss Warp Zone	

Capture six Girafarig

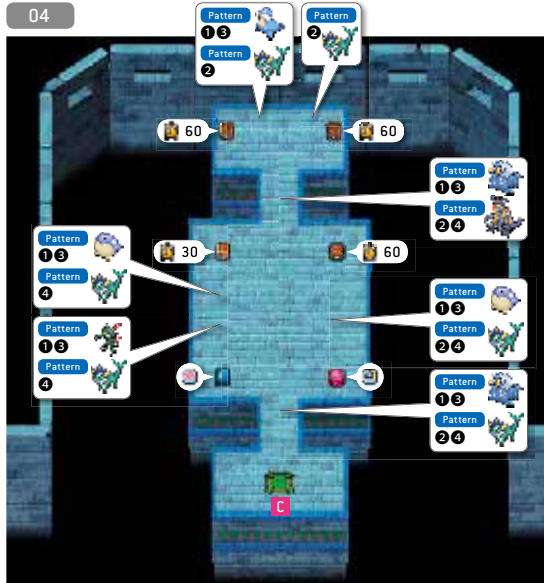
### Clear Rewards

#### Clear AP

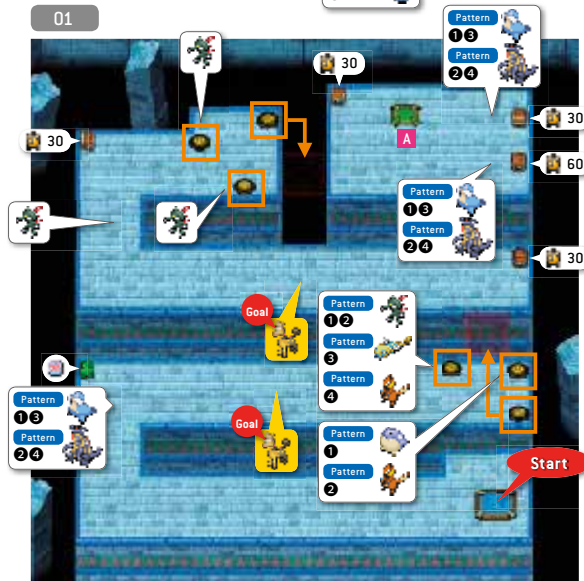
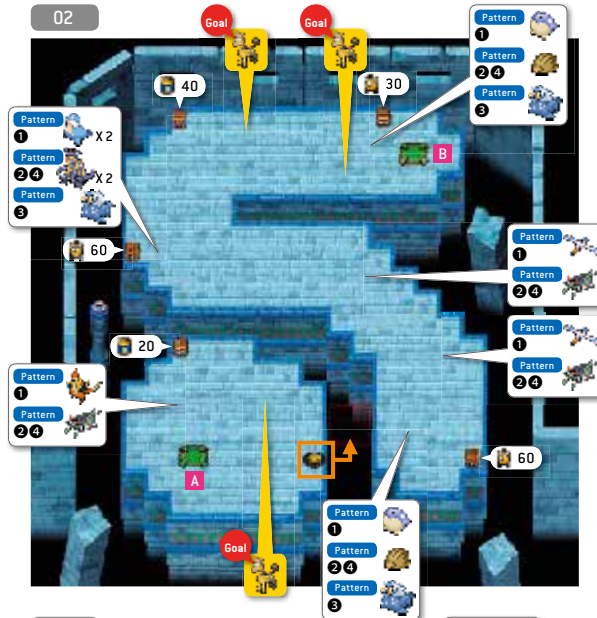
Rank S	80
Rank A	55
Rank B	40
Rank C	30

#### Slate

Rank S	Weavile (10%) Azumarill (90%)
Rank A	Girafarig
Rank B	
Rank C	



\*In Pattern 4, the four Treasure Chests in the middle are lined up vertically.



\*In Patterns 3 and 4, the effects of the three switches in the lower right are changed around. The upper-right switch will make the floor appear, and the switch to its left and below will make Sneasel appear.

### Ice Temple

## Gather Time Extenders While Capturing Girafarig

Mission 11 has a mere one-minute time limit. It's a good idea to split your group into two teams—one to capture Girafarig, the other to gather Time Extenders from Treasure Chests. This will make things quicker. Each map has at least two Time Extenders. Collect them all!

## BOSS

### Weavile

Group Dark

#### Capture Technique



Friendship Gauge	4,675
Agitated Gauge	337
AP Received	13

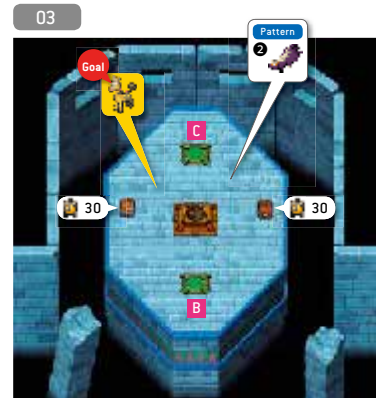
#### Effective Poké Assists

Fighting	Bug	
----------	-----	--

#### Attacks

Attack Method	Damage
Throws black blades	6
Ice pillar	4
Ice pillar	4
Cutting attack	8

Weavile moves very quickly, making it difficult to hit with a Poké Assist. A Temple Partner with a wide-reaching Poké Assist, such as Hariyama or Krickettune, would be very helpful. When Weavile becomes agitated, use a Team Capture, being careful not to touch the ice pillars that fall to the ground.





## Mission 12

# Save the Frightened Vulpix



### Mission Data

Mission Level	★★★★☆☆
Recommended Level	21+
Time Limit	8 min, 30 sec
Requirement to Open Boss Warp Zone	

Capture six frightened Vulpix

### Clear Rewards

#### Clear AP

Rank S	80
Rank A	55
Rank B	40
Rank C	30

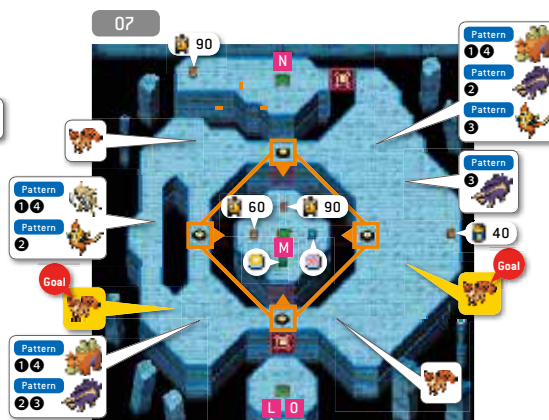
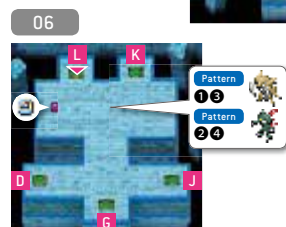
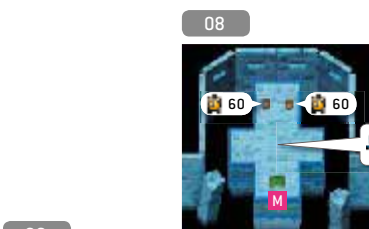
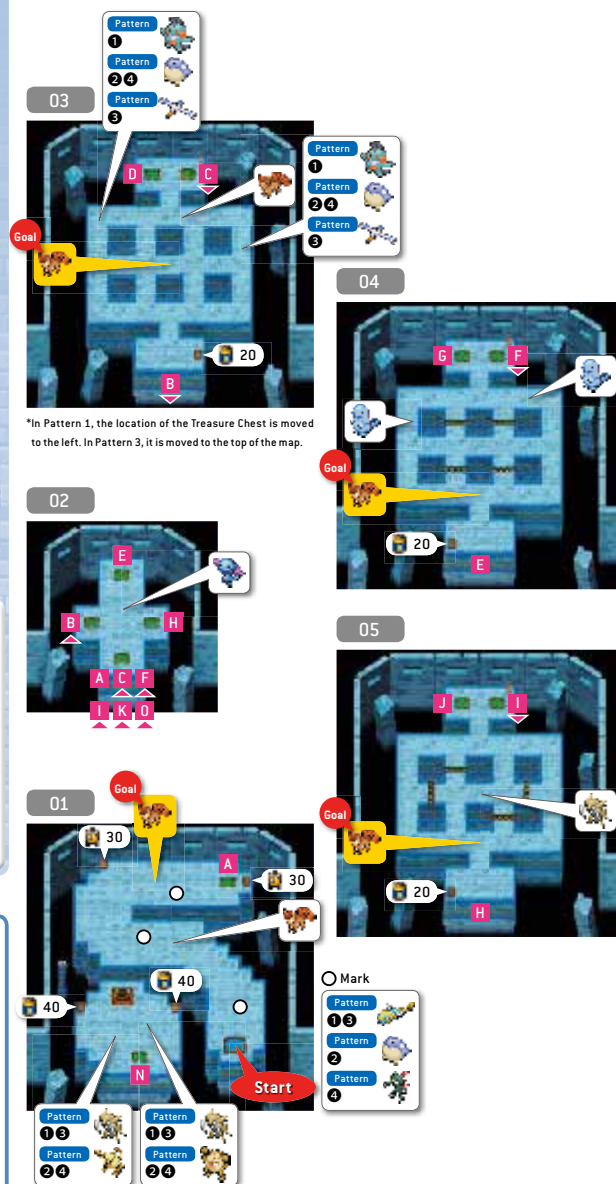
#### Slate

Rank S	Feraligatr (10%) Togetic (90%)
Rank A	Vulpix
Rank B	
Rank C	

### Ice Temple

## Chase and Capture Six Fleeing Vulpix

In Mission 12, the goal is to capture six frightened Vulpix. You'll have to chase the frightened Vulpix, as they will run away. Be careful not to lose sight of them. Also, on map 07 you will find the first set of Quad Switches, which require four players to step on them simultaneously.



\*In Patterns 2 and 3, the Treasure Chests at the top are moved to the left side.

### BOSS

## Feraligatr



Group Water

### Capture Technique



Friendship Gauge 7,670

Agitated Gauge 1,134

AP Received 13

Effective Poké Assists

Grass Electric

### Attacks

Attack Method	Damage
Spray water (Big)	8
Water sphere (Big)	5
Rush attack	4
Shock wave	6

Remember that Feraligatr's Friendship Gauge will decrease if you leave it alone for too long. Keep looping and hitting Feraligatr with Poké Assists. When it becomes agitated, it will spray water, aiming for your Temple Partner or your Capture Disc. When the attack abates, get behind Feraligatr and hit it with a Poké Assist.

## Mission 13

# Round and Round! Find the Floor!



### Mission Data

Mission Level	★★★★☆☆
Recommended Level	23+
Time Limit	11 min
Requirement to Open Boss Warp Zone	

Capture five Smoochum

### Clear Rewards

#### Clear AP

Rank S	80
Rank A	55
Rank B	40
Rank C	30

#### Slate

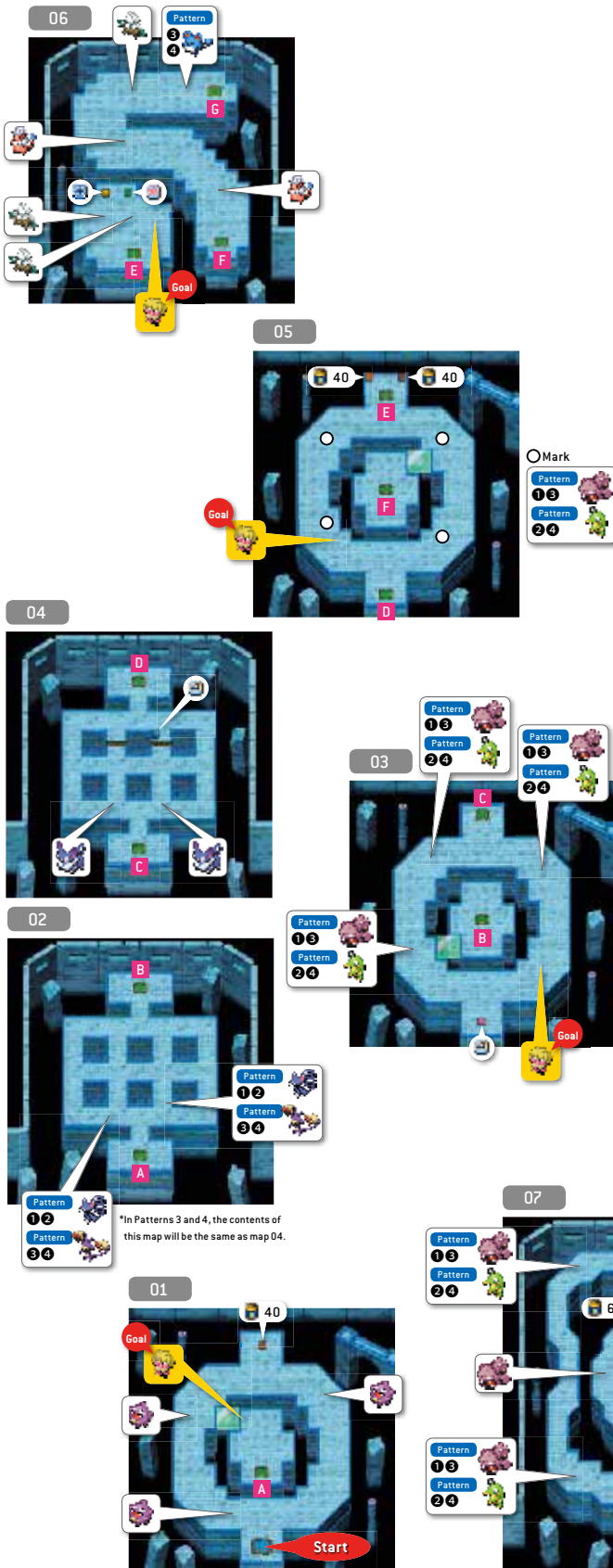
Rank S	Empoleon (10%) Prinplup (90%)
Rank A	Smoochum
Rank B	
Rank C	



### Ice Temple

## Look for the Invisible Floor and Capture Smoochum

In Mission 13, the invisible floors that occasionally shine make their first appearance. All players should work together to find these floors. Capture five Smoochum to advance to the boss's room. The boss has some particularly strong attacks, so make sure to gather Guard Ups.



## BOSS

### Empoleon



### Group

Water

### Capture Technique



Friendship Gauge 9,860

Agitated Gauge 1,188

AP Received 13

### Effective Poké Assists

Grass Electric

### Attacks

Attack Method	Damage
Cutting attack (Big)	10
Furious water pillar	6
Furious water pillar	6
Cutting attack (Big)	10

Empoleon likes to use a huge cutting attack. When it's using this attack, it's dangerous to get anywhere near Empoleon. You can avoid it by using a Union Capture to make a very large loop. Empoleon's water pillar attack will spread out, so fight back with a Poké Assist. Ivysaur and Shinx would be ideal Temple Partners for this fight.



## Mission 14

# Rush Ahead! Don't Look Back!



### Mission Data

Mission Level	★★★★☆
Recommended Level	26+
Time Limit	6 min, 30 sec
Requirement to Open Boss Warp Zone	Capture one Mareep

### Clear Rewards

#### Clear AP

Rank S	160
Rank A	110
Rank B	80
Rank C	60

#### Slate

Rank S	Abomasnow (10%) Froslass (90%)
Rank A	Mareep
Rank B	
Rank C	

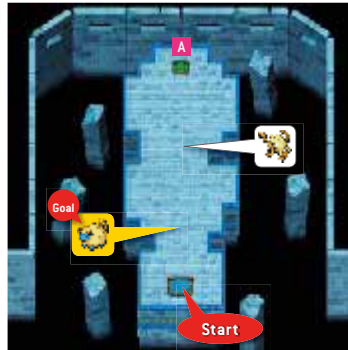


### Ice Temple

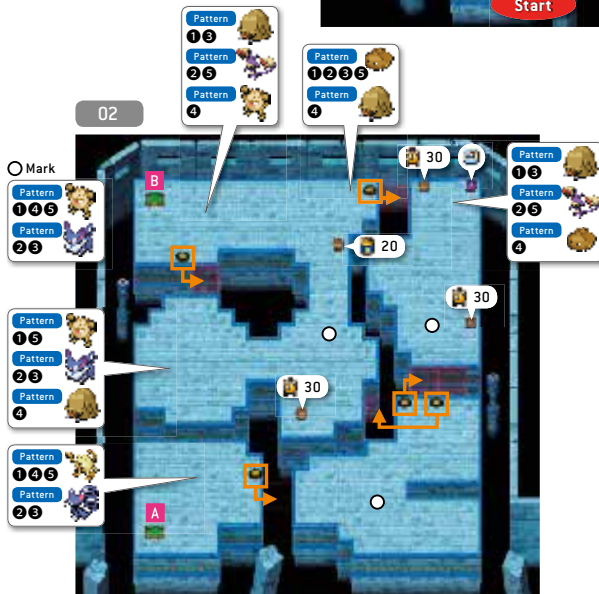
### Grab Mareep and Run!

In Mission 14, all you need to do to open the boss Warp Zone is catch a single Mareep, which you'll see almost immediately upon entering the temple. After you've caught Mareep, run for the exit, dodging all the agitated Pokémon so they don't slow you down!

01

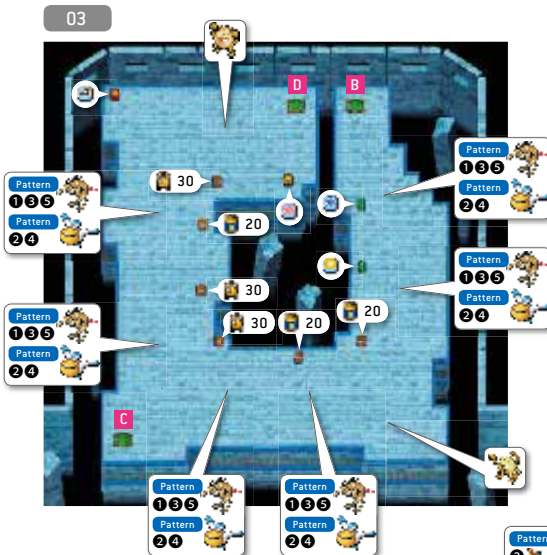


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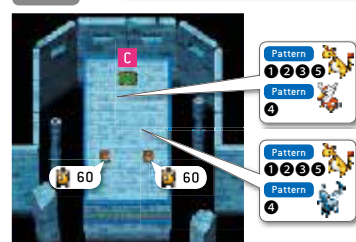


\*In Patterns 2 and 4, the two Treasure Chests in the upper right are moved to the left.

03



04



05



\*In Patterns 2, 3, and 4, the switch location will differ. No matter the pattern, the switches on the left are the ones that will go to the Boss Warp Panel.

## BOSS

### Abomasnow



Group Ice

### Capture Technique



Friendship Gauge 13,090

Agitated Gauge 1,688

AP Received 17

### Effective Poké Assists

Fire	Fighting	Rock
Steel		

### Attacks

Attack Method	Damage
Ice pillar	10
Snow scatter	12
Shock wave	8
Ice pillar (Big)	8

Abomasnow just loves to use the ice pillar attack. When Abomasnow is surrounded by ice pillars, you can't get your Capture Line around it, so make sure to hit it from far away with a Poké Assist. When Abomasnow attacks with ice pillars, make sure to place your Temple Partner in a place where it won't get hit by the pillars, and then hit Abomasnow with a Poké Assist.

## Mission 15

# Are You for Riolu?



### Mission Data

Mission Level	★★★★☆
Recommended Level	29+
Time Limit	6 min, 30 sec
Requirement to Open Boss Warp Zone	Capture two Riolu by stepping on the right switches.

### Clear Rewards

#### Clear AP

Rank S	320
Rank A	220
Rank B	160
Rank C	120

#### Slate

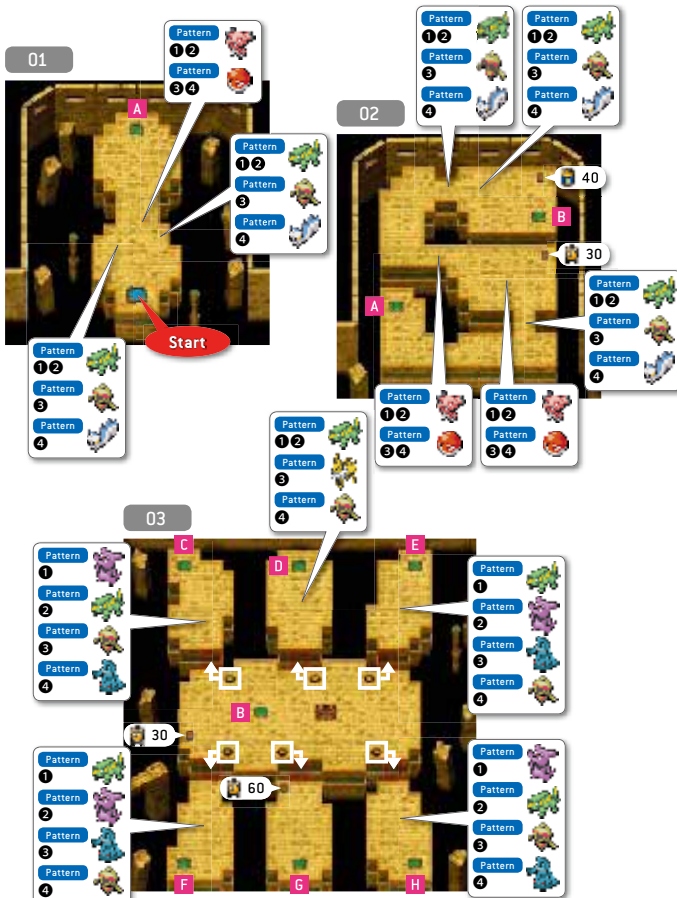
Rank S	Lucario (10%) Grotle (90%)
Rank A	Riolu
Rank B	-----
Rank C	-----



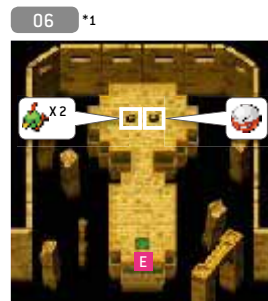
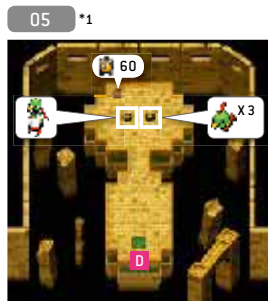
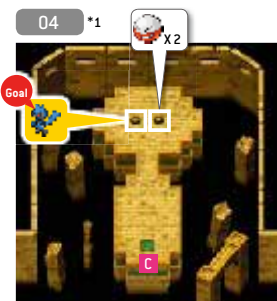
### Thunder Temple

## Find the Correct Switch to Make Riolu Appear

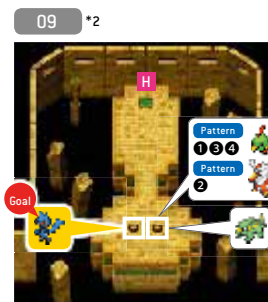
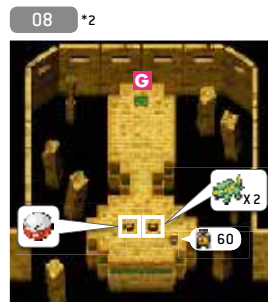
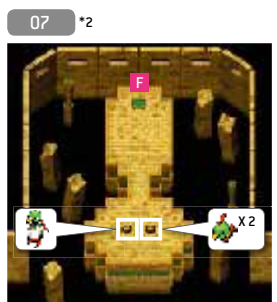
In Mission 15, you must capture two Riolu to make the Warp Zone to the boss appear. There are many switches that will make Pokémon other than Riolu appear. If you step on one of these switches, the Pokémon that appears will attack by throwing either electricity or psychic spheres at you.



\*In Pattern 3, there is an extra Treasure Chest with an Energy Recovery 20 in it at the point where you advance to map 05.  
\*In Pattern 4, the Treasure Chest on the left is moved to the right.



\*1 In Patterns 2 and 3, the map flow is different. From the left, they become maps 05, 06, and 04. Pattern 4 is also different: from the left, the maps are 04, 06, 05.



\*2 In Patterns 2 and 3, the map flow is different. From the left, they become maps 09, 08, and 07.

### BOSS

## Lucario

Group Fighting

### Capture Technique



Friendship Gauge 12,600

Agitated Gauge 1,500

AP Received 22

Effective Poké Assists

Flying Psychic

### Attacks

Attack Method	Damage
Punch (Big)	10
Rush attack	6
Aura ball	5
Punch	8

Because Lucario moves very quickly, use a Unison Capture, where your Capture Line is less likely to be cut if touched by a Pokémon. Pelipper and Girafarig have useful Poké Assists that can make Lucario Slowed. Also, Lucario will become agitated twice, so keep using those Poké Assists when it stops attacking.



## Mission 16

# Pikachu Pursuit!



### Mission Data

Mission Level	★★★★☆☆
Recommended Level	31+
Time Limit	8 min
Requirement to Open Boss Warp Zone	Chase the fleeing Pikachu and capture five

Chase the fleeing Pikachu and capture five

### Clear Rewards

#### Clear AP

Rank S	320
Rank A	220
Rank B	160
Rank C	120

#### Slate

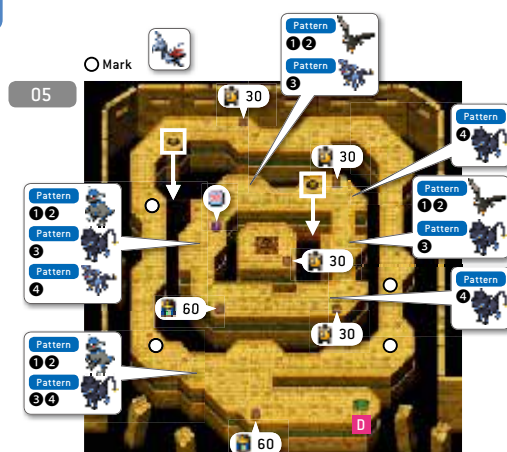
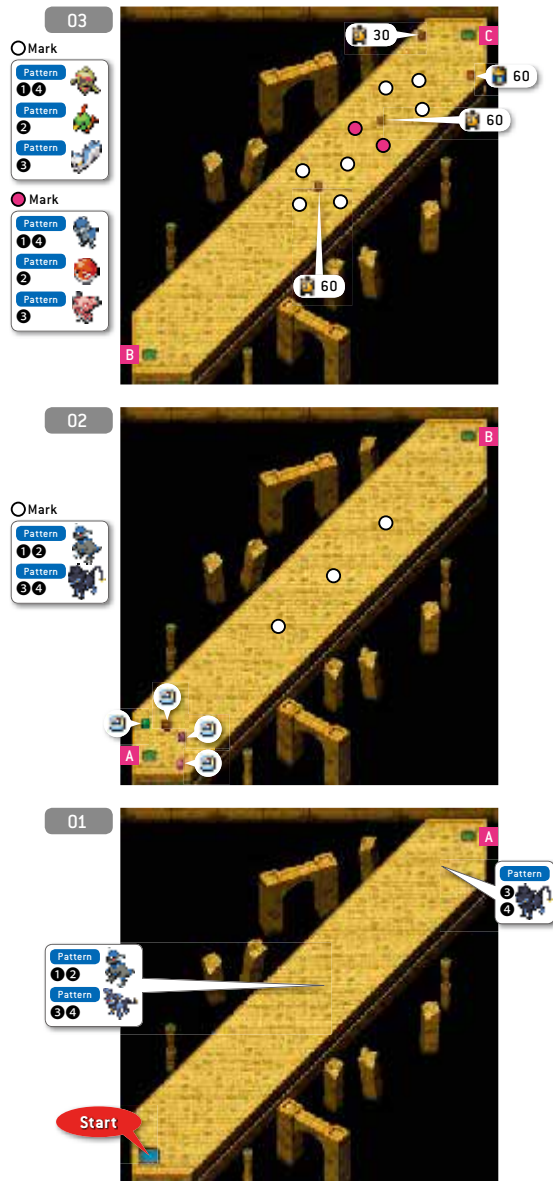
Rank S	Metagross [10%] Pikachu [90%]
Rank A	Noctowl
Rank B	
Rank C	



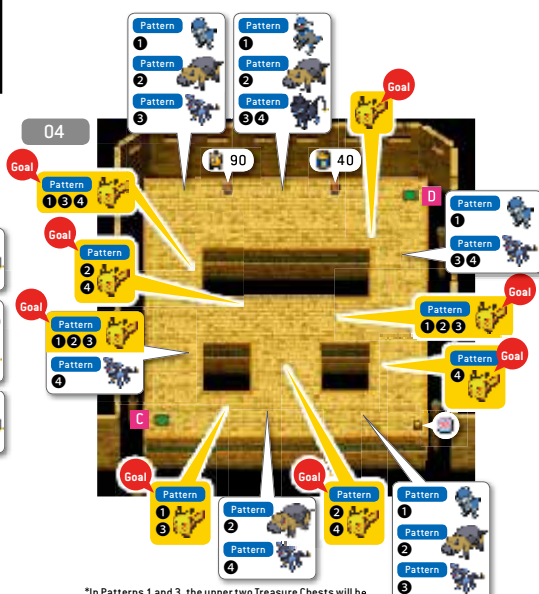
### Thunder Temple

## Chase the Fleeing Pikachu

The requirement for Mission 16 is to capture five Pikachu to make the Warp Zone to the boss appear. But when you get close to Pikachu, it will run away. Give chase while being careful not to let it out of your sight, and capture five of them.



\*In Patterns 1 and 3, the location of the two switches will differ.



\*In Patterns 1 and 3, the upper two Treasure Chests will be moved to the left.

### BOSS

## Metagross



### Group

Steel

### Capture Technique



Friendship Gauge	20,460
Agitated Gauge	2,762
AP Received	22

### Effective Poké Assists

Fire Fighting Ground

### Attacks

Attack Method	Damage
Strong beam	10
Shock wave	6
Strong beam	6
Scatter magnet balls	10

Metagross frequently uses its beam attack. The beam reaches the side of the screen, so when it is using this attack, you cannot loop it. A good strategy is to hit it with a Poké Assist that causes Paused or Stopped status, and loop it while it can't attack. It will set off a shock wave in the middle of the screen just before firing its beam, so that's a good cue to lift your stylus off the screen.

# Mission 17

# A Shock Everywhere You Turn



## Mission Data

Mission Level	★★★★☆
Recommended Level	33+
Time Limit	6 min, 30 sec
Requirement to Open Boss Warp Zone	Capture four Starly

Capture four Starly

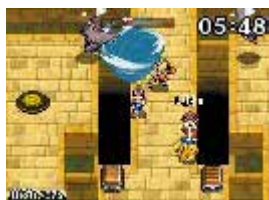
## Clear Rewards

### Clear AP

Rank S	320
Rank A	220
Rank B	160
Rank C	120

### Slate

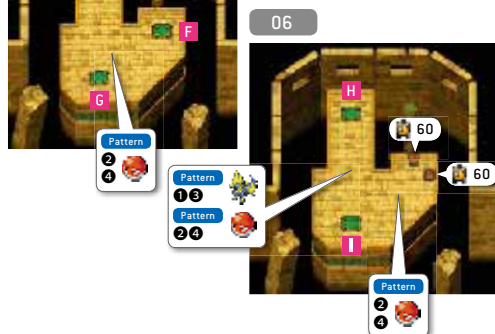
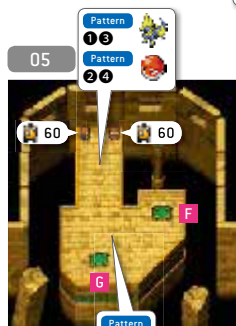
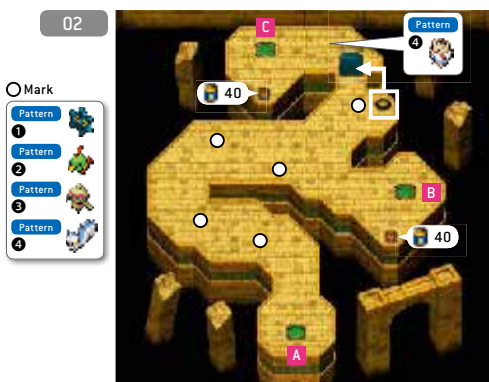
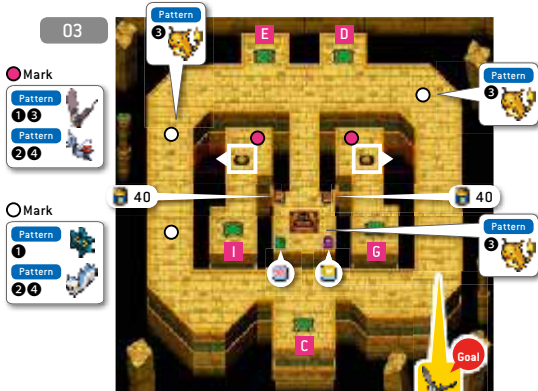
Rank S	Magnezone (10%) Bellossom (90%)
Rank A	Starly
Rank B	-----
Rank C	-----



## Thunder Temple

## Split the Tasks Among Your Friends to Make It Quicker

Barricades that open when you step on a switch make their first appearance in Mission 17. There are also dead ends in here that will make it necessary to take the long way around. Splitting up the switches between your friends is the key to beating the time limit.



## BOSS

## Magnezone



Group Electric

### Capture Technique



Friendship Gauge	18,720
Agitated Gauge	2,527
AP Received	22

### Effective Poké Assists

Ground	
--------	--

### Attacks

Attack Method	Damage
Electrical discharge	12
Thunder sphere	8
Electric barrier	6
Electric barrier	6

When Magnezone begins its electric barrier attack, you must loop it quickly, or the barrier will get too big to loop. If that happens, you'll need to use a Unison Capture for a bigger loop. Also, when Magnezone is using its electrical discharge attack, it will not move, so that's your chance to use a Team Capture.



## Mission 18

Panic at the  
Perplexing Temple

## Mission Data

Mission Level ★★★★★☆

Recommended Level 36+

Time Limit 9 min, 45 sec

Requirement to Open Boss Warp Zone

Capture four Porygon-Z

## Clear Rewards

## ● Clear AP

Rank S	640
Rank A	450
Rank B	320
Rank C	250

## ● Slate

Rank S	Electivire (10%)
Rank A	Porygon-Z (90%)
Rank B	Phanpy
Rank C	-----

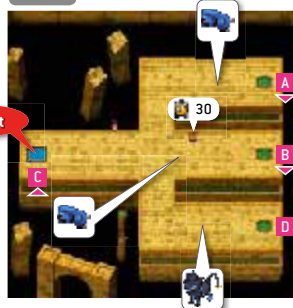
## Thunder Temple Count the Torches and You Won't Lose Your Way

In Mission 18, each floor layout appears three times, so it's an easy temple to lose your way in. The number of torches is a hint as to your location. Use the appearing Pokémon and Treasure Chests to determine which pattern you're on, and capture four Porygon-Z.

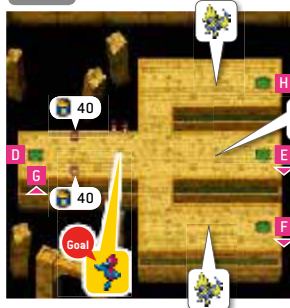


## Pattern 1

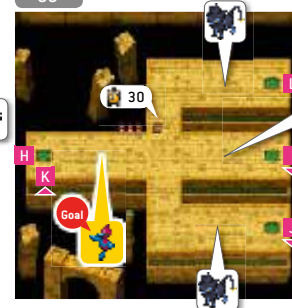
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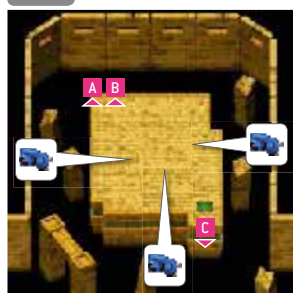
03



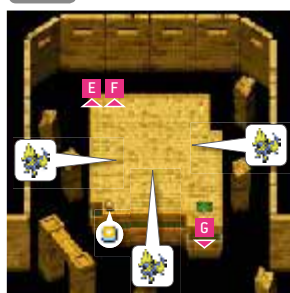
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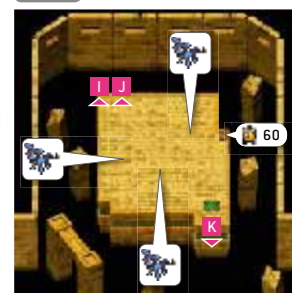
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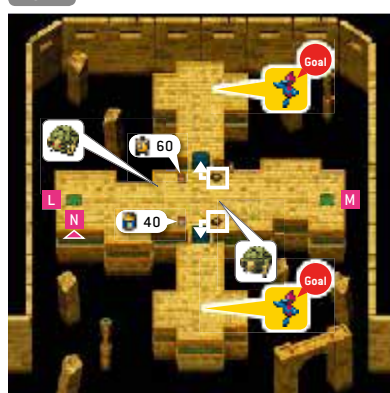
04



06



07



08



09



Pattern 2

01

Start

03

40

40

Goal

05

Goal

30

02

A B

C

04

E F

G

06

I J

K

60

07

Goal

40

60

Goal

08

90

60

30

0

09

0

60

60

60



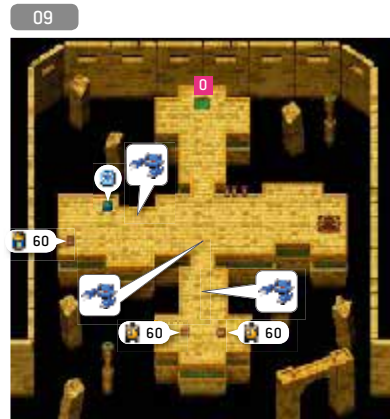
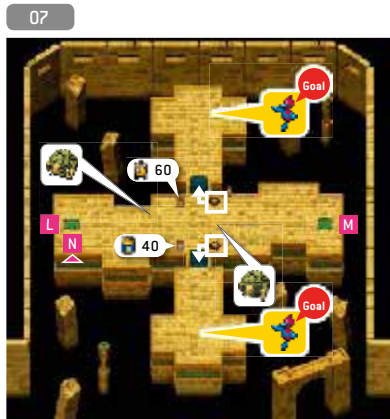
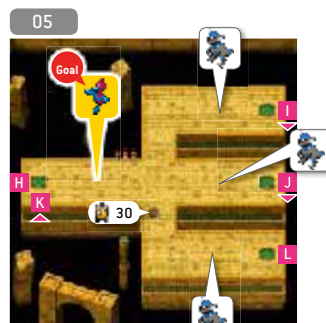
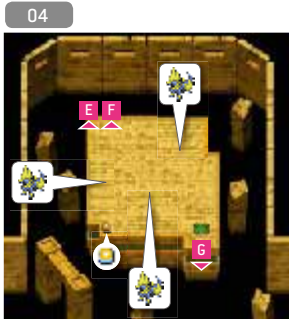
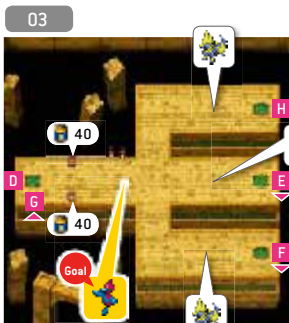
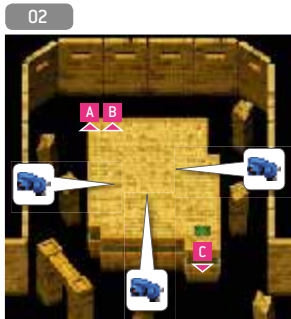
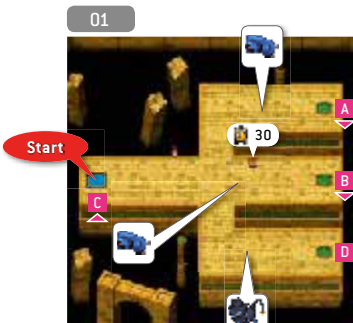
Mission 18

Panic at the Perplexing Temple

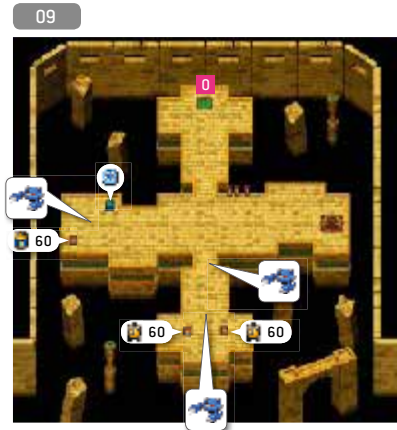
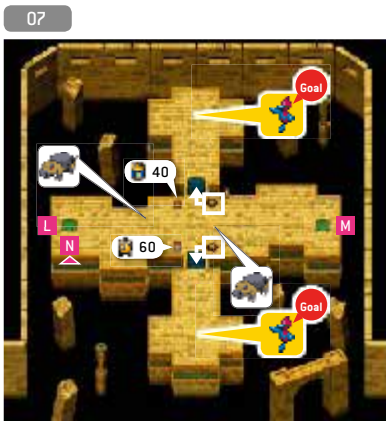
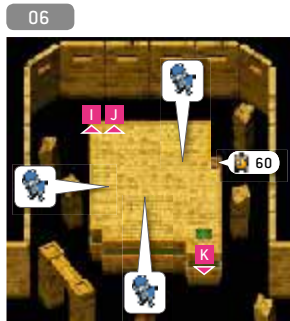
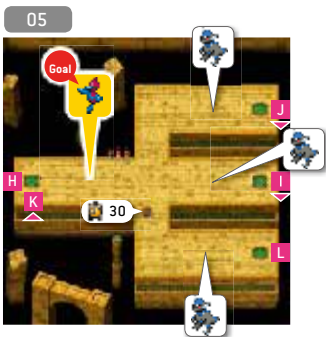
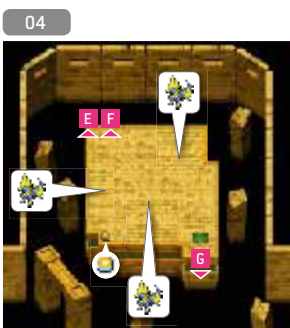
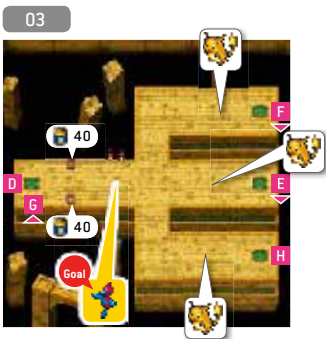
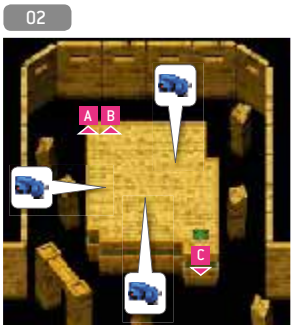
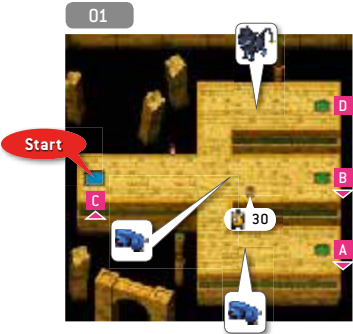
Wireless Multiplayer Mission Guide

Mission 18: Panic at the Perplexing Temple

Pattern 3



Pattern 4



BOSS

Electivire



Group

Electric

Capture Technique



Friendship Gauge 25,230

Agitated Gauge 3,406

AP Received 27



Effective Poké Assists

Ground

Attacks

Attack Method	Damage
Scatters electricity	10
Scatters electricity	10
Lightning strike (Big)	15
Electric barrier	8

Electivire's attacks cause massive damage when they hit. Keep an eye on your remaining Styler Energy, being careful not to let your Capture Styler break. When Electivire surrounds itself with an electric barrier, you'll have to draw very large loops to encircle it. Use a Unison Capture or Team Capture, and hit Electivire with Poké Assists from a safe distance.



## Mission 19

# A Fork in the Dark Road



### Mission Data

Mission Level	★★★★☆
Recommended Level	39+
Time Limit	6 min
Requirement to Open Boss Warp Zone	

Capture five Sunflora

### Clear Rewards

#### Clear AP

Rank S	960
Rank A	670
Rank B	480
Rank C	380

#### Slate

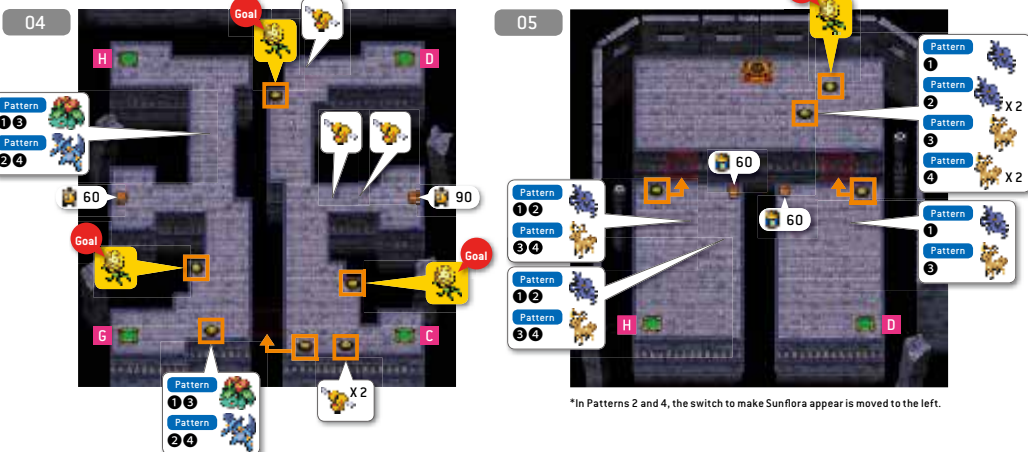
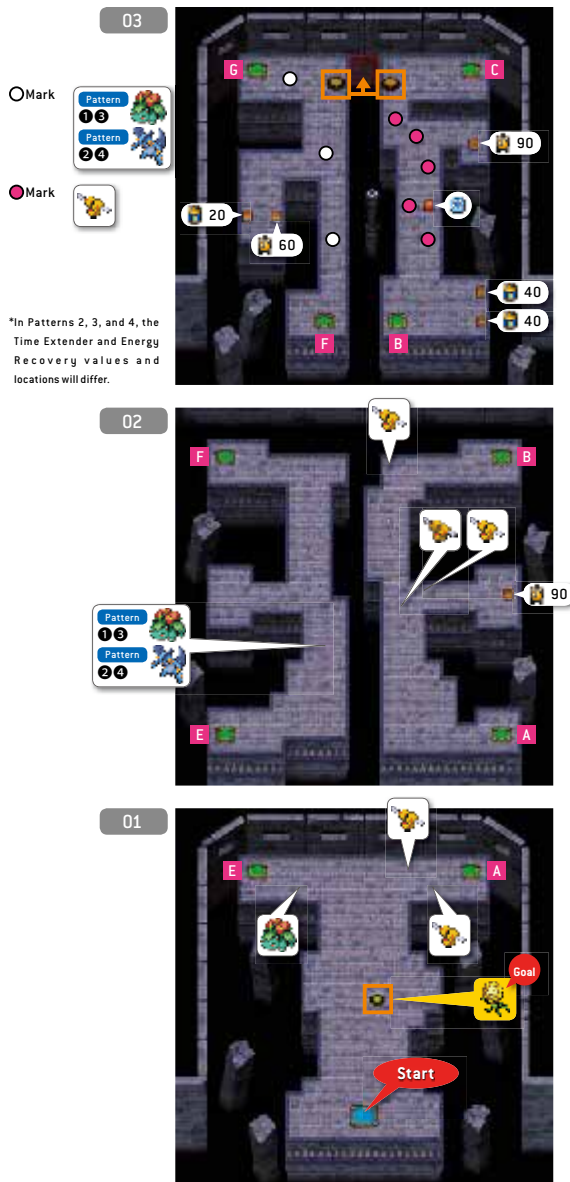
Rank S	Vespiquen (10%) Lickilicky (90%)
Rank A	Sunflora
Rank B	---
Rank C	---



### Dark Temple

## Split up and Take Both Routes at Once

In Mission 19, there are two paths to the warp panel to the boss. If you want to get every Treasure Chest, you should split up into two groups. There are Dual Switches on each route, so you'll be able to work together.



\*In Map 03, Pattern 2, the Time Extender total is 120, and the Energy Recovery total is 100. In Pattern 3, the Time Extender total is 120, and the Energy Recovery total is 180. In Pattern 4, the Time Extender total is 180, and the Energy Recovery total is 180. For Pattern 1, refer to the map icons.

## BOSS

### Vespiquen



Group Bug

### Capture Technique



Friendship Gauge	25,795
Agitated Gauge	5,572
AP Received	38

### Effective Poké Assists

Fire Ice Rock

### Attacks

Attack Method	Damage
Shoots poison stingers	7
Shoots poison stingers	7
Scatters tornadoes [0.1g]	15
Poison spheres	8

Vespiquen will attack from the center of the screen by shooting poison stingers. Immediately following, Vespiquen will rotate around the center of the screen, shooting poison stingers. There's no good place to take refuge from this sort of attack, but you'll have nothing to fear if you lift your stylus from the screen. When Vespiquen is done shooting poison stingers, it will return to the center of the screen. This is your chance to loop it.

## Mission 20

# Danger! Surrounded by Pokémon!



## Mission Data

Mission Level	★★★★☆
Recommended Level	41+
Time Limit	3 min
Requirement to Open Boss Warp Zone	Capture six Murkrow

## Clear Rewards

## Clear AP

Rank S	960
Rank A	670
Rank B	480
Rank C	380

## Slate

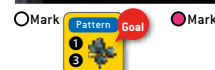
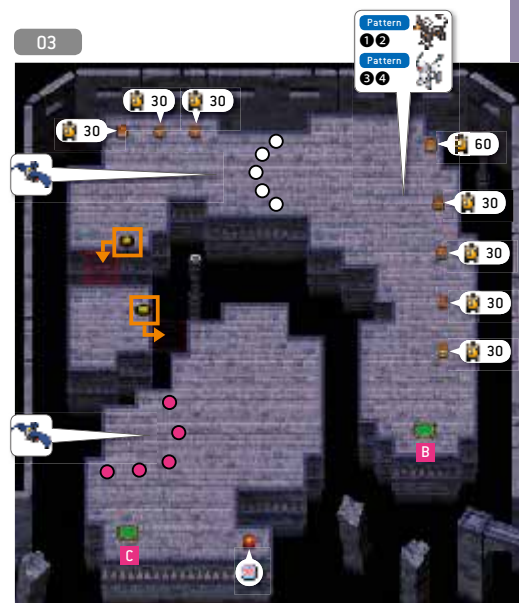
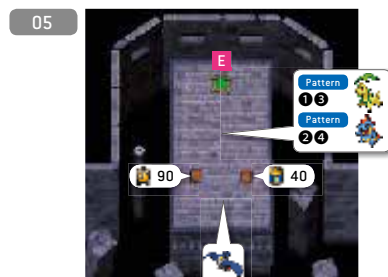
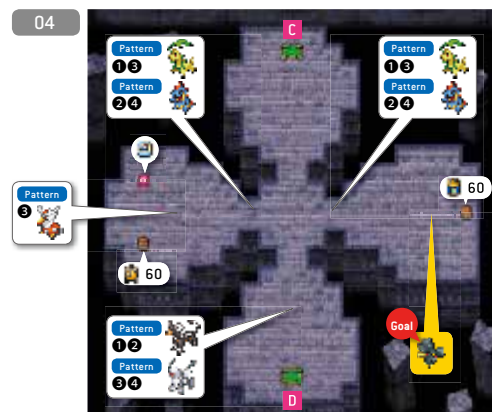
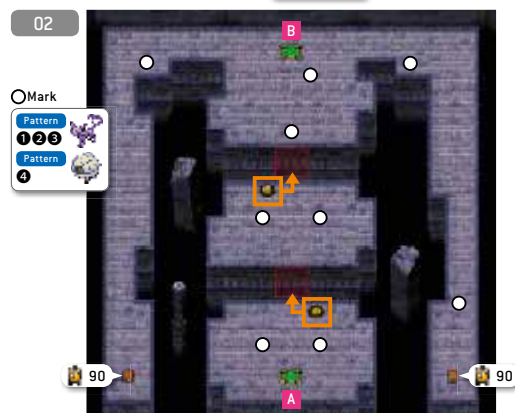
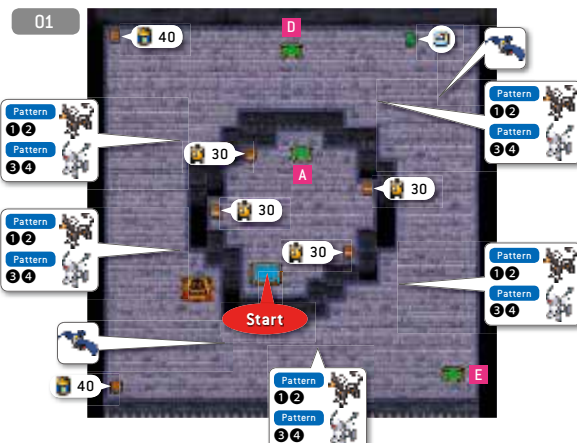
Rank S	Gliscor (10%) Ninetales (90%)
Rank A	Murkrow
Rank B	-----
Rank C	-----



## Dark Temple

## Pick up Time Extenders to Lengthen Your Time Limit

In Mission 20, you are initially given a time limit of only three minutes. However, if you pick up every Time Extender, that time limit stretches to 12 minutes. While picking up Time Extenders, capture six Murkrow to fulfill the requirement to open the Warp Zone to the boss.



## BOSS

## Gliscor



## Group

## Ground

## Capture Technique



Friendship Gauge 28,875

Agitated Gauge 5,198

AP Received 38

Effective Poké Assists

Grass Water Ice

## Attacks

Attack Method	Damage
Cutting attack (Big)	10
Split the ground	8
Split the ground	8
Scatter black blades (Special)	10

Gliscor uses an attack that scatters black blades. It's a special attack that changes direction, but there's still a safe area. The blades will return to Gliscor but will dodge its body. If you place a Temple Partner where Gliscor was when it launched the attack, it can use a Poké Assist without worrying about getting hit by the black blades.



## Mission 21

# Ground-shaking Dragon Pokémon



### Mission Data

Mission Level	★★★★★
Recommended Level	43+
Time Limit	9 min, 30 sec
Requirement to Open Boss Warp Zone	Capture three Gardevoir

Capture three Gardevoir

### Clear Rewards

#### Clear AP

Rank S	960
Rank A	670
Rank B	480
Rank C	380

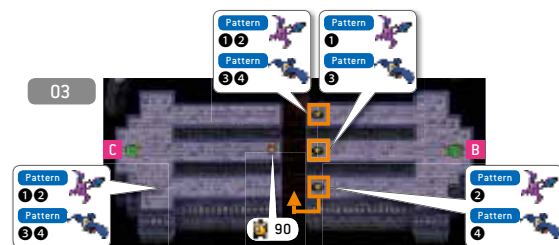
#### Slate

Rank S	Salamence (10%) Gardevoir (90%)
Rank A	Mudkip
Rank B	
Rank C	

## Dark Temple

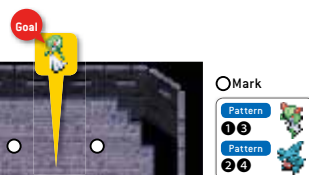
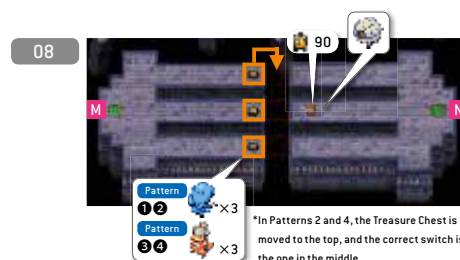
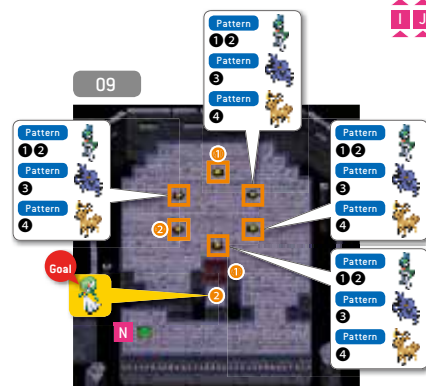
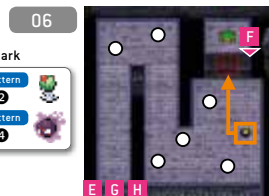
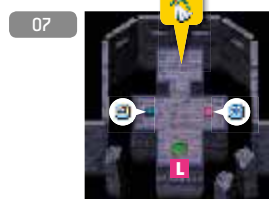
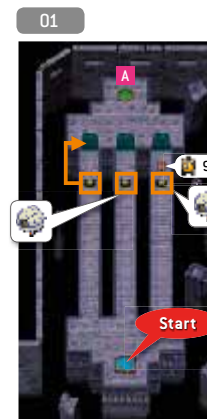
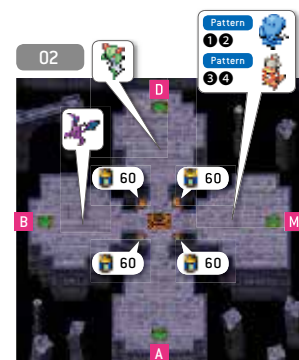
## Split up to Capture the Three Gardevoir

In Mission 21, to open the Warp Zone to the boss, you must capture three Gardevoir. There are three different paths to follow, with a Gardevoir at the end of each one. Split up into groups, each group headed after one Gardevoir, to make it much quicker.



\*In Pattern 2, the Treasure Chests are moved upward, and the correct switch is the one in the middle.

\*In Pattern 4, the correct switch is the one on the top.



## BOSS

## Salamence



Group Dragon

### Capture Technique



Friendship Gauge	34,500
Agitated Gauge	9,936
AP Received	38

### Effective Poké Assists

Ice Dragon

### Attacks

Attack Method	Damage
Scatters blue flame (Big)	16
Blue flame pillars (cross)	11
Blue flame pillars (cross)	11
Shock wave	8

All of Salamence's attacks are quite strong. Grab the Guard Up to reduce the amount of damage you take. Salamence's large blue flame attack is aimed at your Temple Partner, so be careful. Right after the blue flame attack is your chance. Place your Temple Partner following the blue flame attack.



## Mission 22

# Glowing Roads in the Darkness



### Mission Data

Mission Level	★★★★★
Recommended Level	46+
Time Limit	8 min, 30 sec
Requirement to Open Boss Warp Zone	

Capture five Gengar

### Clear Rewards

#### Clear AP

Rank S	1,300
Rank A	900
Rank B	640
Rank C	500

#### Slate

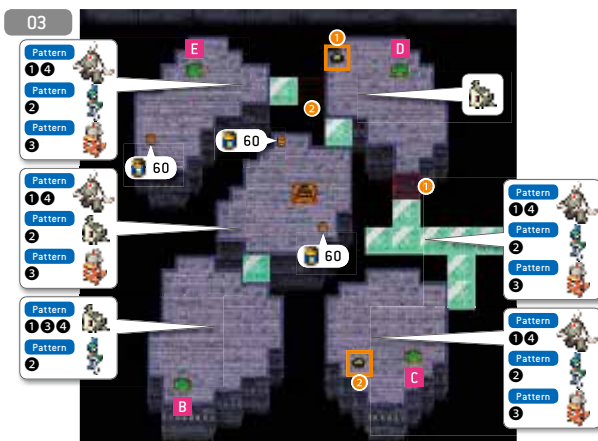
Rank S	Dusknoir (10%) Gengar (90%)
Rank A	Poochyena
Rank B	
Rank C	



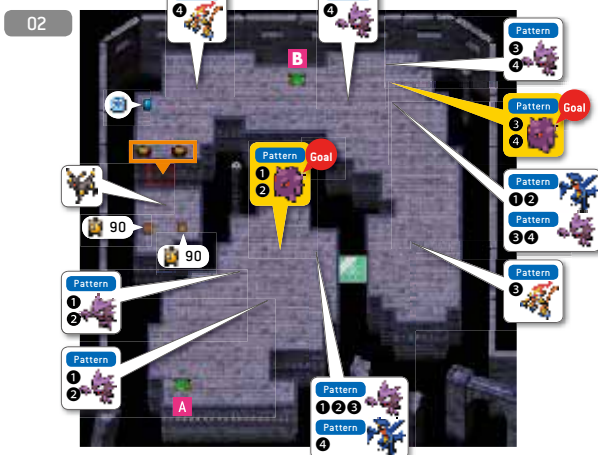
### Dark Temple

## Master the Invisible Floors to Move Quickly

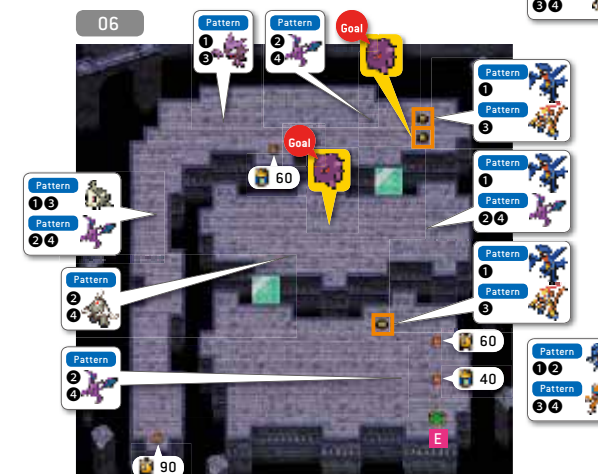
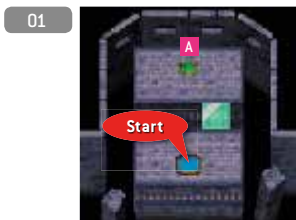
In Mission 22, there are many sections of floor that cannot be seen, except for an intermittent shine. Carefully note your path, and move quickly. If you can move smoothly, you should be able to catch the five Gengar quickly and open the Warp Zone to the boss.



\*In Patterns 2, 3, and 4, the locations of the Treasure Chests change.



\*In Patterns 3 and 4, the Guard Up is changed to a Power Up.



\*In Patterns 2 and 4, there is no switch that makes Garchomp or Infernape appear.

\*In Patterns 1 and 3, the locations of the Energy Recovery Treasure Chests change.

## BOSS

### Dusknoir



Group

Ghost

### Capture Technique



Friendship Gauge 46,965

Agitated Gauge 8,454

AP Received 53

### Effective Poké Assists

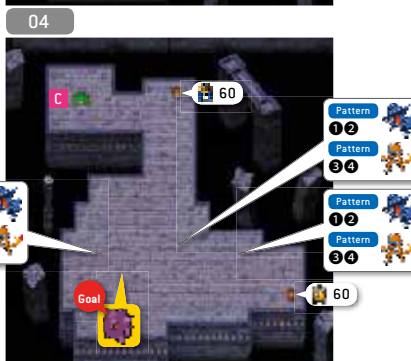
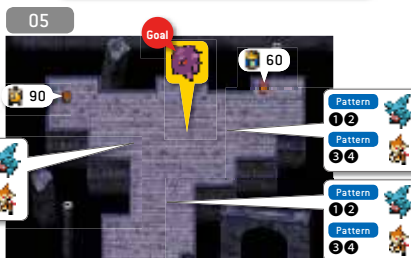
Ghost

Dark

### Attacks

Attack Method	Damage
Scatters malice balls	12
Throws black blades	10
Malice line	8
Malice line	8

Even though Dusknoir warps to the four corners of the screen, it's easy to predict where it will show up next. The corner that Dusknoir has its back to just before it disappears is the corner where it will appear next. It will repeat this pattern a few times. Aim for the corner where Dusknoir will appear next, and hit it with a Poké Assist at just the right moment.





## Mission 23

# At Last, Arceus and the Light



### Mission Data

Mission Level ★★★★★

Recommended Level 50+

Time Limit 10 min, 30 sec

Requirement to Open Boss Warp Zone

Capture every Pokémon in the Light Temple

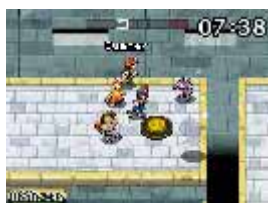
### Clear Rewards

#### Clear AP

Rank S	4,500
Rank A	1,750
Rank B	1,250
Rank C	750

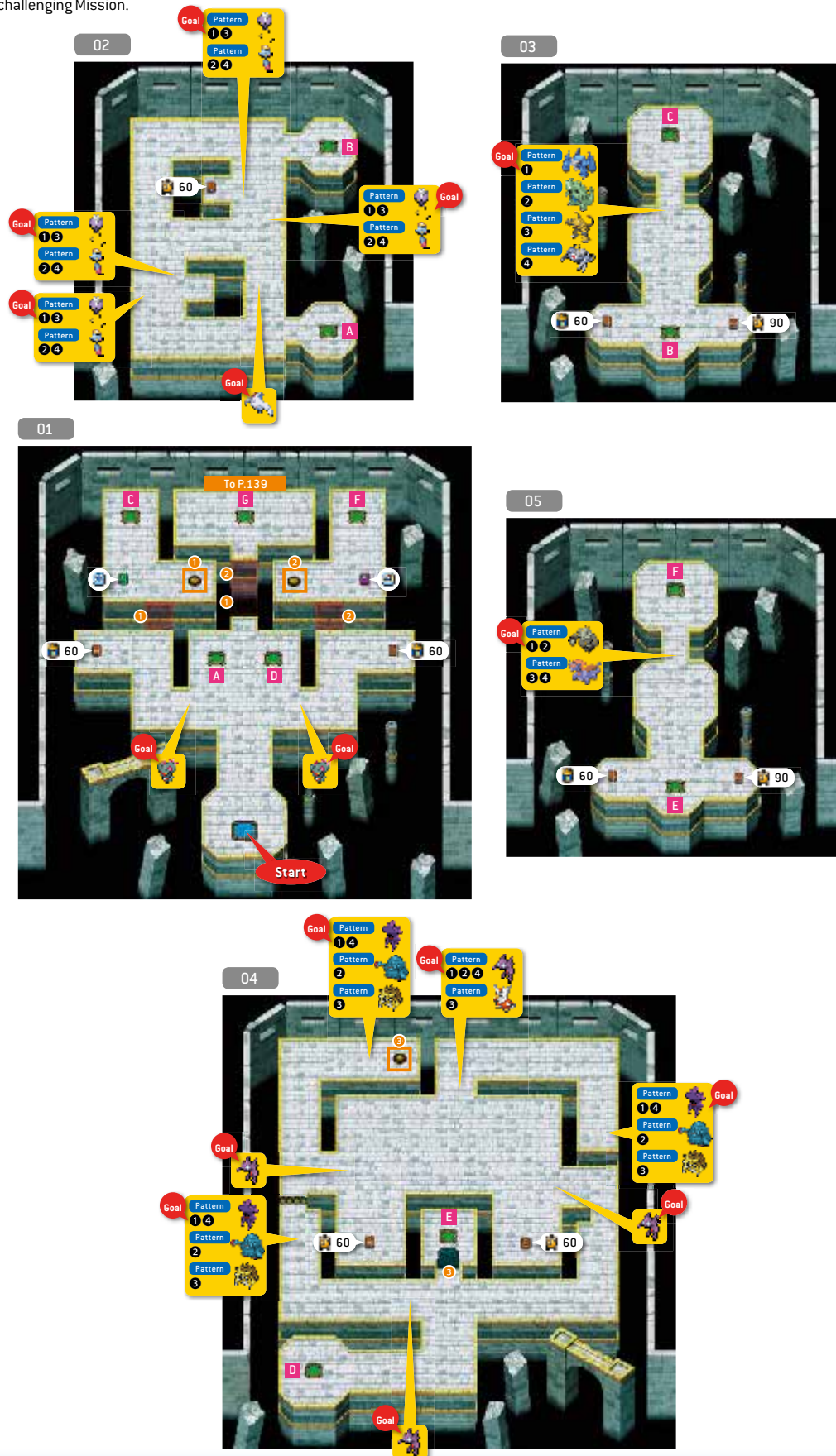
#### Slate

Rank S	Arcus (10%)
Rank A	Blastoise (88%)
Rank A	Mew (2%)
Rank B	Meganium
Rank B	-----
Rank C	-----

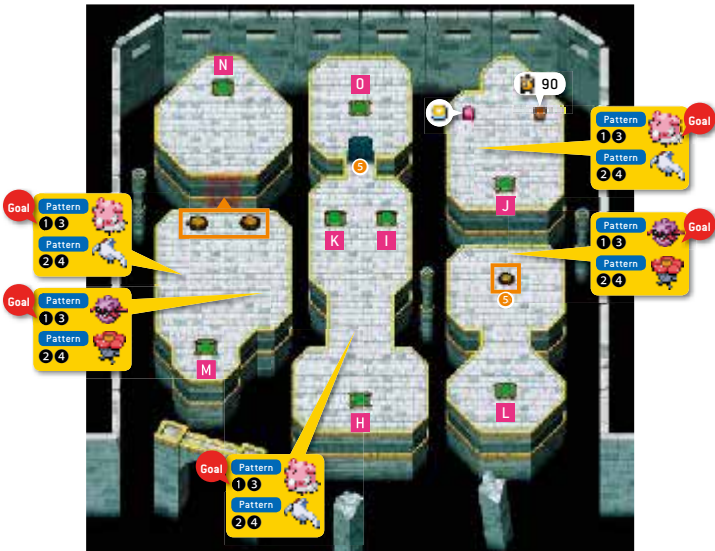


## Light Temple Capture All 16 Pokémon

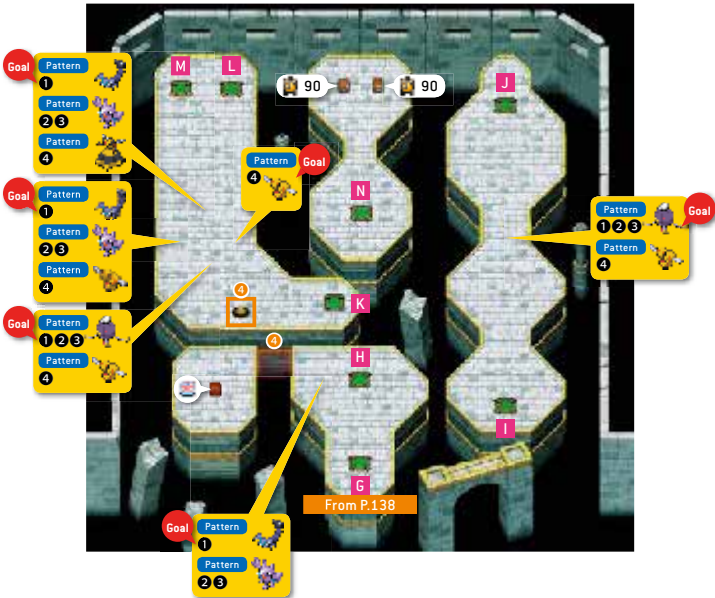
In Mission 23, in order to open the Warp Zone to the boss, you must capture every Pokémon in the temple. Several of the strong Boss Pokémon you've met to this point will also appear. Cooperate with your friends, use your fine-tuned skills, and complete this challenging Mission.



07



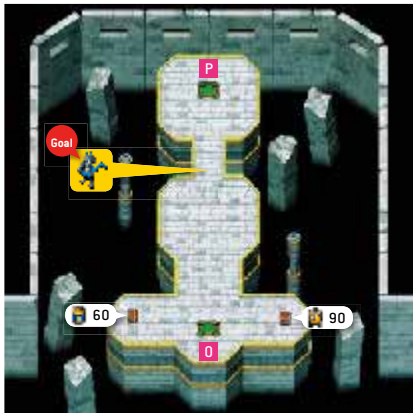
06



09



08



## BOSS

### Arceus



Group

Normal

#### Capture Technique



Friendship Gauge 65,000

Agitated Gauge 12,480

AP Received 150

Effective Poké Assists

Fighting

#### Attacks

Attack Method	Damage
Scatters spheres of light	8
Levitating beam	18
Line of light	13
Powerful beam	13

When Arcus is attacking with a beam that sweeps the screen, it is impossible to loop it. However, when it's using the screen-sweeping beam, it moves very slowly. When this slow beam attack finishes, that's your chance to use a Team Capture. When it has only a little left before its Friendship Gauge is full, it will become agitated for a second time, so be on your guard.



SIDEBAR

2

# Clear Wireless Multiplayer Missions to Find New Pokémon

## Progress through the Wireless Multiplayer Missions to break the huge slates

In the Oblivia region, there are six locations where you can find a slate decorated with a carving of a Pokémon. Progress through the Wireless Multiplayer Missions, break the slates, and capture the Pokémon inside.



### Summary of Pokémon Behind the Huge Slates

#### 1 Skuntank

Skuntank is hidden behind the slate with Drapion on it. Capture it and bring it with you.

**Requirement** Mission 1 Clear "Drapion in the Forest Temple"

**Location** Rasp Cavern **D 09** P. 8



#### 2 Wobuffet

Wobuffet is hidden behind the slate with Tangrowth on it. Capture it and bring it with you.

**Requirement** Mission 6 Clear "A Pokémon Forest in the Way"

**Location** Mt. Latolato **C 15** P. 7



#### 3 Ambipom

Ambipom is hidden behind the slate with Tyranitar on it. Capture it and bring it with you.

**Requirement** Mission 10 Clear "Graveler's Terrible Rocks"

**Location** Daybreak Ruins **I 12** P. 10



#### 4 Tyranitar

Tyranitar is hidden behind the slate with Abomasnow on it. Capture it and bring it with you.

**Requirement** Mission 14 Clear "Rush Ahead! Don't Look Back!"

**Location** Faldera Volcano **L 12** P. 13



#### 5 Infernape

Infernape is hidden behind the slate with Electivire on it. Capture it and bring it with you.

**Requirement** Mission 18 Clear "Panic at the Perplexing Temple"

**Location** Mt. Sorbet **O 05** P. 17



#### 6 Slowking

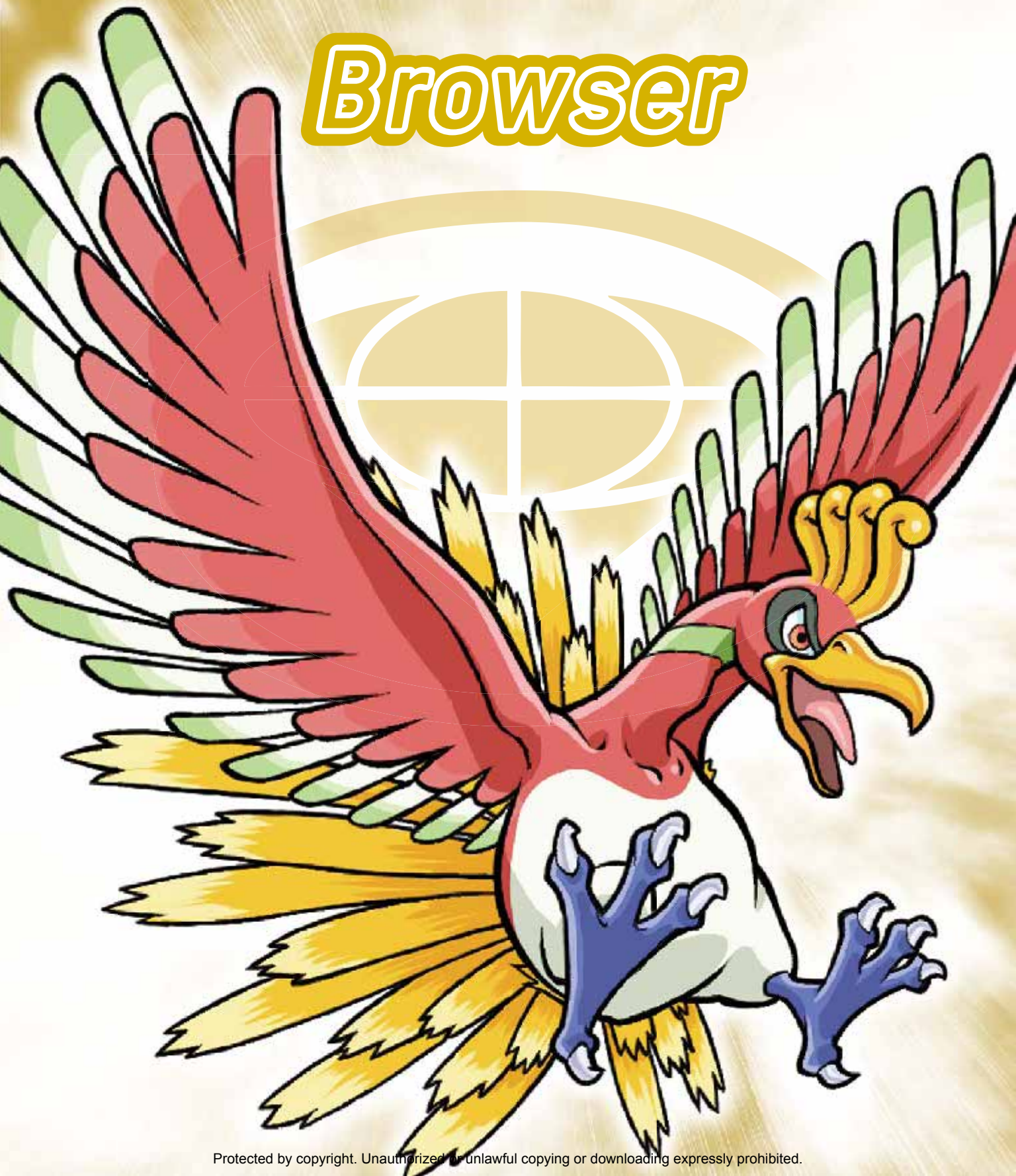
Slowking is hidden behind the slate with Dusknoir on it. Capture it and bring it with you.

**Requirement** Mission 22 Clear "Glowing Roads in the Darkness"

**Location** Oblivia Ruins **P 07** P. 18



# Pokémon Browser





# Pokémon Browser Story Pokémon Page Guide

**1** R-049 **Golem**

**2**

**3**

**4** Group: Rock

**5** Field Move: Crush

**6** Poké Assist: Drops rocks (Forward) (Level 4)

**7**

**8** Max. Hits: 1

**9** Recovery Time: 10 sec

**10** Friendship Gauge: 2,070

**11** Agitated Friendship Gauge: 1,242

**12** Exp. Points: 750

**13** Effective Poké Assists: Grass, Water, Fighting, Ground, Steel

**14**

**15**

**16** Primary Location: Pre-Ending: Faldera Volcano (04 P.13), Post-Ending: Faldera Volcano (04 P.13)

**Attacks**

Attack Method	Damage
Drops rocks	4
Splits the ground	2
Splits the ground	2

Golem attacks by dropping eight rocks on the screen, or by splitting the ground in an X pattern. Once Golem stops attacking, that's your chance to loop it bit by bit.

## How to Read the Browser Data

### Basic Data

#### 1 Ranger Number

The number of an Oblivia region Pokémon when recorded in the Browser (this is different from its Pokédex number).

#### 2 Pokémon Name

#### 3 Pokémon Image

#### 4 Group

The group that the Pokémon belongs to, such as Grass, Water, or Fire. There are 17 groups in all.

#### 5 Field Move

What kind of move the Pokémon can use on targets. The number on the icon indicates the move's strength.

#### 6 Poké Assist

What kind of power the Pokémon can use when helping you capture other Pokémon. Indicates Poké Assist name, group, and level.

##### Poké Assist Icon Meanings

Normal	Fire	Water
Electric	Grass	Ice
Fighting	Poison	Ground
Flying	Psychic	Bug
Rock	Ghost	Dragon
Dark	Steel	Recharge

#### 7 Max. Hits

Displays the maximum number of times a Poké Assist attack could hit an enemy. Also, displays the points that can be recharged.

\*The maximum number of hits can vary based on where the Poké Assist is started, the group of the targeted Pokémon, and the kind of movement.

#### 8 Recovery Time

How long you have to wait before you can use the Poké Assist again.

#### 9 Poké Assist Feature

The effects and features of the Poké Assist.

### Capture Technique

#### 10 Friendship Gauge

A measure of the effort required to capture the Pokémon. It fills up as you circle the Pokémon with your Capture Line. When the Friendship Gauge is full, the Pokémon is captured.

#### 11 Agitated Friendship Gauge

An approximation of the time that Pokémon will spend agitated. Use a Poké Assist, or loop the Pokémon with the Capture Styler to calm the agitation.



#### 12 Exp. Points

The number of Exp. Points you get for capturing the Pokémon.

#### 13 Effective Poké Assists

Which Poké Assists would be a good matchup against the Pokémon. These Poké Assists get a boost in strength and effective time.

#### 14 Attacks

The name and damage of the Pokémon's attack. When the  icon appears in front of the attack name, it indicates that this icon will be shown on the capture screen prior to the attack. Some Boss Pokémon will not display this  icon prior to attacking.

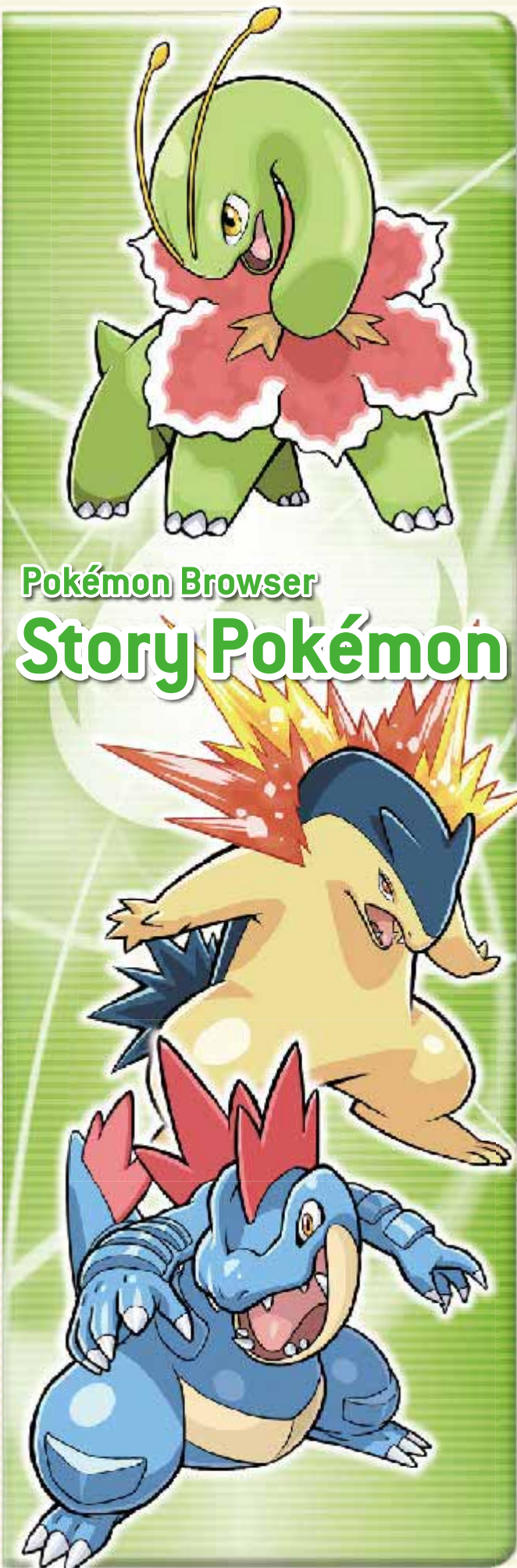
#### 15 Pokémon Capture Techniques

Lists hints on how to capture the Pokémon. These hints do not involve using Poké Assists. If you use the Poké Assists listed in "Effective Poké Assists," it will make it even easier to capture the Pokémon.

### Primary Location

#### 16 Primary Location


Where the Pokémon appears, split into pre- and post-ending locations. Lists page and map numbers as well. Check here if you're trying to find a specific Pokémon.



Pokémon Browser

Story Pokémon


R-001 Pidgey



Group Flying

Field Move Cut [1]

Poké Assist Tornado (Forward) [1] (Level 1)



Max. Hits 6

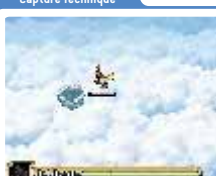
Recovery Time 1.5 sec

Sends one small tornado forward. The tornado will spin in place for a short time.

Primary Location

Pre-Ending	Sky	P. 23-24
Post-Ending	Sky	P. 23-24

Capture Technique



Friendship Gauge 40

Agitated Friendship Gauge


Exp. Points 8

Effective Poké Assists Electric Ice Rock

Attacks	Attack Method	Damage
[1]	Creates a tornado	1

Pidgey attacks by creating a single tornado. You have a chance right after an attack to capture Pidgey. There's some time before the next attack, so calm down and draw loops.


R-002 Pidgeotto



Group Flying

Field Move Cut [2]

Poké Assist Tornado (Forward) [2] (Level 2)



Max. Hits 4

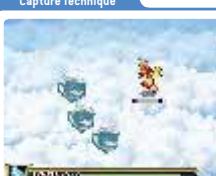
Recovery Time 5 sec

Scatters two small tornadoes forward. The tornadoes will spin in place for a short time.

Primary Location

Pre-Ending	Sky	P. 23-24
Post-Ending	Sky	P. 23-24

Capture Technique



Friendship Gauge 2,240

Agitated Friendship Gauge


Exp. Points 1,091

Effective Poké Assists Electric Ice Rock

Attacks	Attack Method	Damage
[1]	Scatters tornadoes	1
[2]	Causes a tornado	1

Pidgeotto attacks by scattering three tornadoes in front of itself, or creating a single tornado that remains on the screen. Once it stops attacking, you have a great chance to capture it, but it moves very quickly, so be careful that your Capture Line doesn't get cut. Keep looping, and don't feel rushed.


R-003 Pidgeot



Group Flying

Field Move Cut [3]

Poké Assist Tornado (Forward) [3] (Level 3)



Max. Hits 10

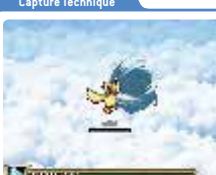
Recovery Time 10 sec

Scatters six large tornadoes forward. The tornadoes will spin in place for a short time.

Primary Location

Pre-Ending	Sky	P. 23-24
Post-Ending	Sky	P. 23-24

Capture Technique



Friendship Gauge 2,700

Agitated Friendship Gauge

Exp. Points 1,000

Effective Poké Assists Electric Ice Rock

Attacks	Attack Method	Damage
[1]	Scatters tornadoes	5
[2]	Scatters tornadoes (Big)	3

Pidgeot attacks by scattering three tornadoes in front of itself. One large tornado will remain on the screen. When Pidgeot's not attacking, it moves very quickly, so it's easy to get your Capture Line cut. Watch its movement patterns, and loop with caution.



## R-004 Pichu

**Group** Electric

**Field Move** Electrify [1]

**Poké Assist** Recharge [1] (Level 1)

**Max. Hits** 3

**Recovery Time** 9 sec

It perform a Capture Styler Energy Recharge Level 1, three times.

**Primary Location**

**Pre-Ending** Wireless Tower\* [02] P. 8

**Post-Ending** Cocona Village [01] P. 7

**Capture Technique**

**Friendship Gauge** 100

**Agitated Friendship Gauge** 60

**Exp. Points** 10

**Effective Poké Assists** Ground

Attacks	Attack Method	Damage
	Throws lightning	1

Pichu attacks by shooting lightning from its body in three directions twice. Then it will move around for a while. That will be your chance to capture it. Circle it until its Friendship Gauge is full and complete the capture.

## R-006 Raichu

**Group** Electric

**Field Move** Recharge [1]

**Poké Assist** Recharge [1] (Level 4)

**Max. Hits** 5

**Recovery Time** 18 sec

It will perform a Capture Styler Energy Recharge Level 4, five times.

**Primary Location**

**Pre-Ending** Sophian Road [03] P. 15

**Post-Ending** Sophian Road [03] P. 15

**Capture Technique**

**Friendship Gauge** 1,904

**Agitated Friendship Gauge** —

**Exp. Points** 800

**Effective Poké Assists** Ground

Attacks	Attack Method	Damage
	Electrical discharge	4
	Summons thunder	2
	Thunder spheres	2

Raichu uses three attacks, one that discharges electricity from its body, one that calls down three blue thunderbolts from the sky at once, and a third that throws spheres of thunder that hang around on the ground for a while. When the attack stops, that's your chance to increase its Friendship Gauge bit by bit.

\*Appears during a battle with the Pinchers.

## R-004 Ukulele Pichu

**Group** —

**Field Move** —

**Poké Assist** —

**Max. Hits** —

**Recovery Time** —

Becomes your Partner Pokémon

**Primary Location**

**Pre-Ending** Dolce Island\* [02] P. 6

**Post-Ending** —

**Capture Technique**

**Friendship Gauge** 120

**Agitated Friendship Gauge** —

**Exp. Points** 12

**Effective Poké Assists** —

Attacks	Attack Method	Damage
	Electrical discharge	1

Ukulele Pichu attacks with an electrical discharge from its body. The extent of the electrical discharge is small, but be cautious and do not try to loop it. As soon as its attack has stopped, start looping. Fill the Friendship Gauge to complete the capture.

## R-007 Mareep

**Group** Electric

**Field Move** Recharge [1]

**Poké Assist** Recharge [1] (Level 1)

**Max. Hits** 3

**Recovery Time** 9 sec

It will perform a Capture Styler Energy Recharge Level 1, three times.

**Primary Location**

**Pre-Ending** Dolce Island [02] P. 6

**Post-Ending** Hinder Cape [12] P. 7

**Capture Technique**

**Friendship Gauge** 60

**Agitated Friendship Gauge** —

**Exp. Points** 10

**Effective Poké Assists** Ground

Attacks	Attack Method	Damage
	Scatters lightning	1

Mareep attacks by scattering lightning in three directions twice. After attacking, it moves around for a while. Since it moves slowly, take the chance after it stops attacking, and loop it quickly to raise its Friendship Gauge.

\*Appears during an event.

## R-005 Pikachu

**Group** Electric

**Field Move** Recharge [1]

**Poké Assist** Recharge [1] (Level 3)

**Max. Hits** 5

**Recovery Time** 15 sec

It will perform a Capture Styler Energy Recharge Level 3, five times.

**Primary Location**

**Pre-Ending** Faldera Volcano [01] P. 13

**Post-Ending** Faldera Volcano [01] P. 13

**Capture Technique**

**Friendship Gauge** 1,056

**Agitated Friendship Gauge** —

**Exp. Points** 750

**Effective Poké Assists** Ground

Attacks	Attack Method	Damage
	Electrical discharge	3
	Thunder spheres	2
	Thunder spheres	2

Pikachu has two types of attacks, one in which it discharges electricity from its body, another in which it throws spheres of thunder that hang around on the ground for a while. Carefully loop Pikachu, being careful not to run into the spheres on the ground.

## R-008 Flaaffy

**Group** Electric

**Field Move** Recharge [1]

**Poké Assist** Recharge [1] (Level 2)

**Max. Hits** 3

**Recovery Time** 12 sec

It will perform a Capture Styler Energy Recharge Level 2, three times.

**Primary Location**

**Pre-Ending** Latolato Trail [09] P. 7

**Post-Ending** Latolato Trail [09] P. 7

**Capture Technique**

**Friendship Gauge** 200

**Agitated Friendship Gauge** —

**Exp. Points** 22

**Effective Poké Assists** Ground

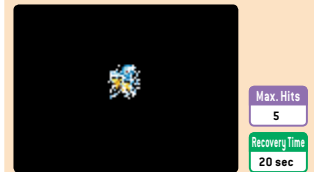
Attacks	Attack Method	Damage
	Electrical discharge	3

Flaaffy attacks with an electrical discharge. The electricity does not reach very far, but it's still better not to loop during an attack. As soon as the attack is done, loop as quickly as you can to fill the Friendship Gauge and capture Flaaffy.

## R-009 Ampharos

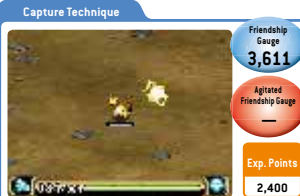


Group **Electric**  
Field Move **Recharge** [E] [Level 5]  
Poké Assist **Recharge** [E] [Level 5]



It will perform a Capture Styler Energy Recharge Level 5, seven times.

Primary Location  
Pre-Ending Laguda Island [C] 09 P. 20  
Post-Ending Laguda Island [C] 09 P. 20



Effective Poké Assists **Ground**

Attacks	Attack Method	Damage
	Electrical discharge	5
	Summons thunder	5
	Electrical barrier	3

Ampharos attacks with an electrical discharge, blue lightning that fills the screen, or an attack that sends spheres of electricity spinning in a barrier around its body. It's dangerous to try to loop Ampharos while it's attacking, no matter which attack it is using. Take your chance when it stops attacking, and loop quickly.

## R-012 Sentret

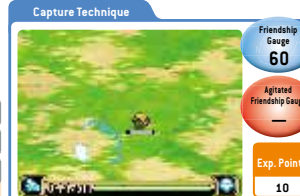


Group **Normal**  
Field Move **Tackle** [K] [Level 1]  
Poké Assist **Shoots a shock wave** [K] [Level 1]



Fires a large shock wave forward. After the shock wave is fired, it soon disappears.

Primary Location  
Pre-Ending Dolce Island [C] 02 P. 6  
Post-Ending Mitonga Road [C] 03 P. 9



Effective Poké Assists **Fighting**

Attacks	Attack Method	Damage
	Shoots a shock wave	1

Sentret attacks by charging and shooting a shock wave. The shock wave goes forward and spreads out, so don't try to loop—just dodge the attack. Once the attack stops, take your chance to loop quickly and fill the Friendship Gauge.

## R-010 Sunkern

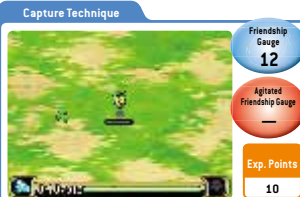


Group **Grass**  
Field Move **Cut** [F] [Level 1]  
Poké Assist **Ivy pillar** [F] [Level 1]



Six ivy pillars grow around Sunkern and stay onscreen for a period of time.

Primary Location  
Pre-Ending Dolce Island [C] 02 P. 6  
Post-Ending Hinder Cape [C] 12 P. 7



Effective Poké Assists **Poison** **Fire** **Ice** **Flying** **Bug**

Attacks	Attack Method	Damage
	Scatters leaves	1

Sunkern attacks by firing a leaf forward while hopping. When the attack stops, keep an eye on Sunkern's movements and loop it quickly.

## R-013 Furret

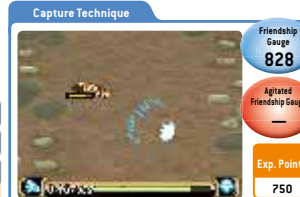


Group **Normal**  
Field Move **Tackle** [K] [Level 2]  
Poké Assist **Shoots a shock wave** [K] [Level 2]



Shoots a large shock wave forward. The shock wave continues forward a distance.

Primary Location  
Pre-Ending Canal Ruins [C] 02 P. 16  
Post-Ending Canal Ruins [C] 02 P. 16



Effective Poké Assists **Fighting**

Attacks	Attack Method	Damage
	Shoots a shock wave	3
	Shoots a shock wave	3

Furret attacks with two different types of shock waves. When "!" is displayed, a shock wave will soon follow. If "!!" is displayed, the shock wave will follow slightly later. Once the attack has stopped, take your chance to loop and capture Furret.

## R-011 Sunflora

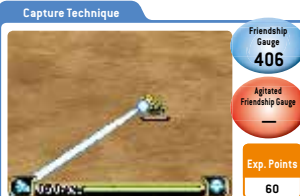


Group **Grass**  
Field Move **Cut** [F] [Level 2]  
Poké Assist **Ivy pillars** [F] [Level 2]



Ten ivy pillars grow, surrounding Sunflora. They do not stay long and just disappear from the location they appear in.

Primary Location  
Pre-Ending Mitonga Road [C] 06 P. 9  
Post-Ending Mitonga Road [C] 06 P. 9



Effective Poké Assists **Poison** **Fire** **Ice** **Flying** **Bug**

Attacks	Attack Method	Damage
	Beam of light	3

Sunflora shoots a beam of light as an attack, aiming outside the screen. During the attack, dodge by moving behind Sunflora, and you won't need to worry about getting hit. Once it stops attacking, loop quickly to fill the Friendship Gauge.

## R-014 Bulbasaur

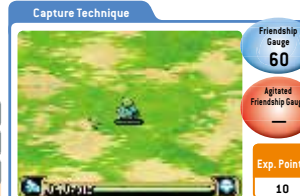


Group **Grass**  
Field Move **Cut** [F] [Level 1]  
Poké Assist **Shoots seeds** [F] [Level 1]



Shoots four seeds from its back. The seeds shoot forward and continue until they go offscreen.

Primary Location  
Pre-Ending Dolce Island [C] 02 P. 6  
Post-Ending Hinder Cape [C] 13 P. 7



Effective Poké Assists **Poison** **Fire** **Ice** **Flying** **Bug**

Attacks	Attack Method	Damage
	Scatters leaves	1

Bulbasaur attacks by firing a leaf forward. After attacking, Bulbasaur will run around for a while. It moves slowly, so once it stops attacking, loop it quickly to fill the Friendship Gauge and capture it.



## R-015 Ivysaur

**Group** Grass

**Field Move** Cut [C]

**Poké Assist** Shoots seeds\* (Level 3)

**Max. Hits** 1

**Recovery Time** 7 sec

Shoots nine seeds from its back. The seeds shoot forward and continue until they go offscreen.

**Primary Location**

Pre-Ending Hinder Cape [C] 13 P. 7

Post-Ending Hinder Cape [C] 13 P. 7

**Capture Technique**

Friendship Gauge 400

Agitated Friendship Gauge —

Exp. Points 80

**Effective Poké Assists** Poison Fire Ice Flying Bug

Attacks	Attack Method	Damage
[I] Seeds that grow into ivy		3
[I] Scatters leaves		2

Ivysaur attacks by shooting a seed that grows into ivy and remains on the ground, or by shooting three leaves forward. Be careful not to touch the ivy, and loop when Ivysaur stops attacking.

## R-018 Ursaring

**Group** Normal

**Field Move** Tackle [T]

**Poké Assist** Shoots a shock wave (Level 3)

**Max. Hits** 3

**Recovery Time** 7 sec

Fires a large shock wave forward that disappears offscreen.

**Primary Location**

Pre-Ending Dolce Island [C] 03 P. 6

Post-Ending Old Mansion [C] 03 P. 10

**Capture Technique**

Friendship Gauge 140

Agitated Friendship Gauge —

Exp. Points 15

**Effective Poké Assists** Fighting

Attacks	Attack Method	Damage
[I] Shoots a shock wave		2

Ursaring attacks by rushing forward and emitting a shock wave that spreads out and goes forward. During the attack, lift your stylus off the screen, or dodge behind its back. Once it stops attacking, take the chance and loop it quickly.

\*Assist Level is 4 when called with a Ranger Sign and 5 when called with a Charged Sign.

## R-016 Venusaur

**Group** Grass

**Field Move** Cut [C]

**Poké Assist** Shoots seeds (Level 4)

**Max. Hits** 1

**Recovery Time** 10 sec

Shoots 14 seeds from its mouth. The seeds shoot forward and continue until they go offscreen.

**Primary Location**

Pre-Ending —

Post-Ending Latoloto Trail [C] 12 P. 7

**Capture Technique**

Friendship Gauge 4,810

Agitated Friendship Gauge —

Exp. Points 2,800

**Effective Poké Assists** Poison Fire Ice Flying Bug

Attacks	Attack Method	Damage
[I] Scatterleaves		5
[I] Shoots leaves		5
[I] Grows ivy		2
[I] Leaf barrier		5

Venusaur attacks by scattering leaves everywhere around the screen, by shooting five leaves, by growing three stems of ivy, or by forming a barrier around itself with four leaves. Carefully avoid the ivy, and loop between attacks.

## R-019 Marill

**Group** Water

**Field Move** Soak [S]

**Poké Assist** Shoots bubbles (Forward) (Level 1)

**Max. Hits** 1

**Recovery Time** 3 sec

Fires six bubbles forward. The bubbles disappear in the order they appear.

**Primary Location**

Pre-Ending Dolce Island [C] 04 P. 6

Post-Ending Silver Falls [C] 07 P. 15

**Capture Technique**

Friendship Gauge 60

Agitated Friendship Gauge —

Exp. Points 10

**Effective Poké Assists** Grass Electric

Attacks	Attack Method	Damage
[I] Sprays water		1

Marill attacks by firing water forward, heading offscreen. During the attack, dodge. Once Marill stops attacking, loop it quickly to fill the Friendship Gauge and capture it.

## R-017 Teddiursa

**Group** Normal

**Field Move** Crush [C]

**Poké Assist** Shoots a shock wave (Level 1)

**Max. Hits** 2

**Recovery Time** 3 sec

Fires a large shock wave forward that soon disappears.

**Primary Location**

Pre-Ending Dolce Island [C] 03 P. 6

Post-Ending Old Mansion [C] 01 P. 10

**Capture Technique**

Friendship Gauge 60

Agitated Friendship Gauge —

Exp. Points 10

**Effective Poké Assists** Fighting

Attacks	Attack Method	Damage
[I] Cutting attack		1

Teddiursa attacks forward with a scratching and cutting attack. After attacking, it will run around the screen for a while without attacking. When Teddiursa stops attacking, loop it quickly to fill the Friendship Gauge and capture it.

## R-020 Azumarill

**Group** Water

**Field Move** Soak [S]

**Poké Assist** Shoots bubbles (Forward) (Level 1)

**Max. Hits** 1

**Recovery Time** 5 sec

Fires eight bubbles forward. The bubbles continue offscreen and disappear.

**Primary Location**

Pre-Ending Silver Falls [C] 07 P. 15

Post-Ending Silver Falls [C] 07 P. 15

**Capture Technique**

Friendship Gauge 2,628

Agitated Friendship Gauge —

Exp. Points 1,400

**Effective Poké Assists** Grass Electric

Attacks	Attack Method	Damage
[I] Sprays water		4
[I] Water spheres		2

Azumarill attacks by firing water forward, heading offscreen, or by throwing a sphere of water that stays on the screen for some time. Loop Azumarill, being careful not to touch the water on the screen. If you wait for the sphere of water to disappear, you can loop without worry.

## R-021 Krabby

**Capture Technique**

Group: Water

Field Move: Cut [1]

Poké Assist: Scatters water spheres [Level 1]

Max. Hits: 1

Recovery Time: 3 sec

Fires a sphere of water forward that continues offscreen.

Primary Location

Pre-Ending: Dolce Island [01] P. 6

Post-Ending: Cocona Village [01] P. 7

Friendship Gauge: 60

Agitated Friendship Gauge: —

Exp. Points: 10

Effective Poké Assists: Grass Electric

Attacks	Attack Method	Damage
	Cutting attack	1

Krabby attacks with a scratching and cutting attack. After attacking, Krabby will run around the screen for a while without attacking. It moves slowly, so it's not difficult to loop. As soon as Krabby stops attacking, loop it quickly.

## R-024 Pelipper

**Capture Technique**

Group: Flying

Field Move: Cut [2]

Poké Assist: Tornado (Surrounding) [Level 2]

Max. Hits: 15

Recovery Time: 5 sec

Scatters four tornadoes around itself. The tornadoes spin and scatter around Pelipper.

Primary Location

Pre-Ending: Hinder Cape [13] P. 7

Post-Ending: Hinder Cape [13] P. 7

Friendship Gauge: 400

Agitated Friendship Gauge: —

Exp. Points: 60

Effective Poké Assists: Electric Ice Rock

Attacks	Attack Method	Damage
	Scatters tornadoes	3
	Scatters tornadoes [Big]	2

Pelipper attacks by scattering three tornadoes forward or by throwing one large tornado. The large tornado moves slowly, but once it disappears, that's your chance to loop Pelipper. Don't rush, but continue looping Pelipper.

## R-022 Kingler

**Capture Technique**

Group: Water

Field Move: Cut [2]

Poké Assist: Scatters water spheres [Level 2]

Max. Hits: 1

Recovery Time: 5 sec

Fires a sphere of water forward that continues offscreen.

Primary Location

Pre-Ending: Lapras Beach [06] P. 7

Post-Ending: Lapras Beach [06] P. 7

Friendship Gauge: 300

Agitated Friendship Gauge: —

Exp. Points: 40

Effective Poké Assists: Grass Electric

Attacks	Attack Method	Damage
	Cutting attack	2
	Water sphere	1

Kingler attacks with a scratching, cutting attack, or by firing a sphere of water that stays on the screen for some time. Wait until the water sphere disappears before looping to avoid damage, or wait until Kingler stops attacking to loop quickly.

## R-025 Pachirisu

**Capture Technique**

Group: Electric

Field Move: Recharge [1]

Poké Assist: Recharge [Level 1]

Max. Hits: 3

Recovery Time: 9 sec

It will perform a Capture Styler Energy Recharge Level 1, three times.

Primary Location

Pre-Ending: Teakwood Forest [05] P. 7

Post-Ending: Teakwood Forest [05] P. 7

Friendship Gauge: 120

Agitated Friendship Gauge: —

Exp. Points: 12

Effective Poké Assists: Ground

Attacks	Attack Method	Damage
	Scatters electricity	2

Pachirisu hops around and then shoots a bolt of electricity forward, aiming offscreen. Hopping around is a sign that Pachirisu is about to attack. Once Pachirisu stops attacking, chase after it and loop it quickly.

## R-023 Wingull

**Capture Technique**

Group: Flying

Field Move: Cut [1]

Poké Assist: Tornado (Surrounding) [Level 1]

Max. Hits: 10

Recovery Time: 3 sec

Scatters three tornadoes around itself. The tornadoes spin and scatter around Wingull.

Primary Location

Pre-Ending: Dolce Island [01] P. 6

Post-Ending: Cocona Village [01] P. 7

Friendship Gauge: 50

Agitated Friendship Gauge: —

Exp. Points: 10

Effective Poké Assists: Electric Ice Rock

Attacks	Attack Method	Damage
	Scatters bubbles	1

Wingull attacks by firing a bubble forward, aiming offscreen. During the attack, lift the stylus off the screen, or dodge the attack behind Wingull, and you won't get hit. Once Wingull stops attacking, loop it quickly to fill the Friendship Gauge and capture it.

## R-026 Hoppip

**Capture Technique**

Group: Grass

Field Move: Cut [1]

Poké Assist: Ivy pillar [Level 1]

Max. Hits: 3

Recovery Time: 3 sec

Six ivy pillars grow around Hoppip, which stay for a period of time.

Primary Location

Pre-Ending: Teakwood Forest [05] P. 7

Post-Ending: Teakwood Forest [05] P. 7

Friendship Gauge: 100

Agitated Friendship Gauge: —

Exp. Points: 10

Effective Poké Assists: Poison Fire Ice Flying Bug

Attacks	Attack Method	Damage
	Scatters leaves	2

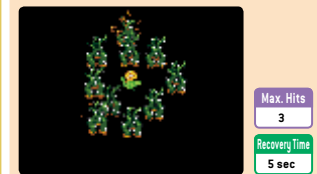
Hoppip leaps around and shoots a leaf forward. Because Hoppip leaps around, it's easy to get your Capture Line cut. Once Hoppip stops attacking, keep an eye on its movements and loop it quickly.



## R-027 Skiploom



Group **Grass**  
Field Move **Cut** [1]  
Poké Assist **Ivy pillar** [Level 2]



Max. Hits  
3  
Recovery Time  
5 sec

Ten ivy pillars grow. They don't grow very long, and they disappear from where they appeared.

### Primary Location

Pre-Ending Latolato Trail Ⓒ 09 P.7  
Post-Ending Latolato Trail Ⓒ 09 P.7

### Capture Technique



Friendship Gauge  
210  
Agitated Friendship Gauge  
—  
Exp. Points  
22

Effective **Poison** **Fire** **Ice**  
Poké Assists **Flying** **Bug**

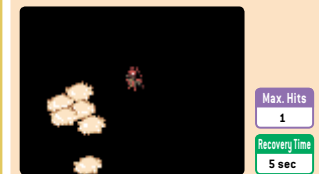
Attacks	Attack Method	Damage
	Scatters leaves	3

Skiploom attacks by scattering three leaves forward while jumping around. Carefully watch Skiploom's movements while you loop it so it doesn't cut your Capture Line. Loop it, fill its Friendship Gauge, and capture it.

## R-030 Kricketune



Group **Bug**  
Field Move **Cut** [2]  
Poké Assist **Sticky sphere** [Level 2]



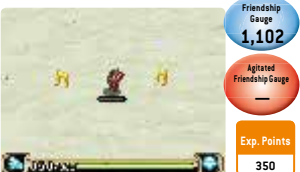
Max. Hits  
1  
Recovery Time  
5 sec

Spits six blobs of a sticky liquid forward onto the ground that spread and stay for a short time.

### Primary Location

Pre-Ending Dangerous Cliff Ⓒ 13 P.9  
Post-Ending Dangerous Cliff Ⓒ 13 P.9

### Capture Technique



Friendship Gauge  
1,102  
Agitated Friendship Gauge  
—  
Exp. Points  
350

Effective **Fire** **Flying** **Rock**  
Poké Assists

Attacks	Attack Method	Damage
	Cutting attack	4
	Scatters music	4

Kricketune attacks with a scratching and cutting attack, or by scattering two musical notes three times. These musical notes expand and surround Kricketune, so looping while Kricketune is attacking is an easy way to take damage. Take your chance once it stops attacking, and loop quickly.

## R-028 Jumpluff



Group **Grass**  
Field Move **Cut** [2]  
Poké Assist **Ivy pillar**\* [Level 3]



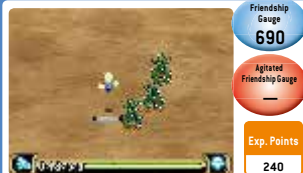
Max. Hits  
3  
Recovery Time  
7 sec

Ten ivy pillars grow. They stay for a short period of time, surrounding Jumpluff.

### Primary Location

Pre-Ending Mitonga Road Ⓒ 06 P.9  
Post-Ending Mitonga Road Ⓒ 06 P.9

### Capture Technique



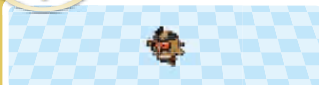
Friendship Gauge  
690  
Agitated Friendship Gauge  
—  
Exp. Points  
240

Effective **Poison** **Fire** **Ice**  
Poké Assists **Flying** **Bug**

Attacks	Attack Method	Damage
	Shoots pollen	3
	Ivy growing seeds	2

Jumpluff attacks by scattering pollen around itself, or shooting three seeds that grow into ivy, which stays on the ground. The pollen attack spreads out, so trying to loop Jumpluff at that time is dangerous. Don't touch the ivy, and loop Jumpluff as soon as it stops attacking.

## R-031 Hoothoot



Group **Flying**  
Field Move **Cut** [1]  
Poké Assist **Tornado** (Surrounding) [Level 1]



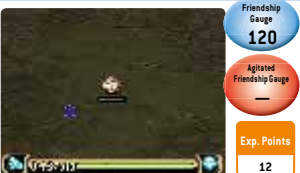
Max. Hits  
10  
Recovery Time  
3 sec

Scatters three small tornadoes that spin and surround Hoothoot.

### Primary Location

Pre-Ending Teakwood Forest Ⓒ 04 P.7  
Post-Ending Teakwood Forest Ⓒ 04 P.7

### Capture Technique



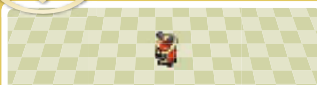
Friendship Gauge  
120  
Agitated Friendship Gauge  
—  
Exp. Points  
12

Effective **Electric** **Ice** **Rock**  
Poké Assists

Attacks	Attack Method	Damage
	Scatters strange orbs	2

Hoothoot attacks by sending a strange orb forward that continues offscreen. When Hoothoot is attacking, either lift your stylus off the screen or dodge behind it. Once Hoothoot stops attacking, quickly loop it to fill its Friendship Gauge.

## R-029 Kricketot



Group **Bug**  
Field Move **Tackle** [1]  
Poké Assist **Sticky sphere** [Level 1]



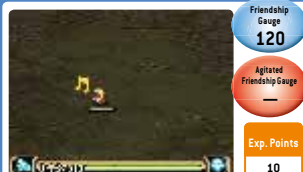
Max. Hits  
1  
Recovery Time  
2 sec

Spits four blobs of a sticky liquid forward onto the ground that spread and stay for a short time.

### Primary Location

Pre-Ending Teakwood Forest Ⓒ 04 P.7  
Post-Ending Teakwood Forest Ⓒ 04 P.7

### Capture Technique



Friendship Gauge  
120  
Agitated Friendship Gauge  
—  
Exp. Points  
10

Effective **Fire** **Flying** **Rock**  
Poké Assists

Attacks	Attack Method	Damage
	Shoots music	2

Kricketot attacks by throwing a musical note that floats around and remains onscreen for a while. Circle Kricketot when it's clear of the notes, or wait for them to disappear, then loop and capture Kricketot.

## R-032 Noctowl



Group **Flying**  
Field Move **Psy Power** [2]  
Poké Assist **Tornado** (Surrounding) [Level 2]



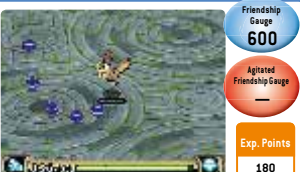
Max. Hits  
15  
Recovery Time  
5 sec

Scatters four small tornadoes that spin and surround Noctowl.

### Primary Location

Pre-Ending Old Mansion Ⓒ 02 P.10  
Post-Ending Old Mansion Ⓒ 02 P.10

### Capture Technique



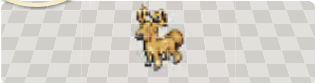
Friendship Gauge  
600  
Agitated Friendship Gauge  
—  
Exp. Points  
180

Effective **Electric** **Ice** **Rock**  
Poké Assists

Attacks	Attack Method	Damage
	Scatters strange orbs	2
	Scatters strange orbs	2

Noctowl attacks with two types of strange orbs. When "!" appears, it will pause a moment and then scatter five orbs. When "!!" appears, it will attack immediately. Your chance to loop Noctowl is right when it stops attacking.

### R-033 Stantler



Group Normal

Field Move Tackle

Poké Assist Shoots a shock wave [Level 3]



Shoots a large shock wave forward that continues and goes offscreen.

Primary Location

Pre-Ending Teakwood Forest 04 P.7

Post-Ending Teakwood Forest 04 P.7

Capture Technique

Friendship Gauge 220

Agitated Friendship Gauge

Exp. Points 18

Effective Poké Assists Fighting

Attacks	Attack Method	Damage
	Shoots a shock wave	2

Effective Poké Assists Fighting

Attacks	Attack Method	Damage
	Shoots a shock wave	2

Stantler attacks by charging forward and sending out a shock wave. The shock wave spreads out as it moves forward, so dodge it by either lifting your stylus off the screen or moving behind Stantler. When Stantler stops attacking, that's your chance to quickly loop it.

### R-036 Buizel



Group Water

Field Move Soak

Poké Assist Scatters bubbles (Forward)\* [Level 1]



Shoots six bubbles forward. The bubbles disappear, starting with the first bubble shot.

Primary Location

Pre-Ending Curl Bay 07 P.7

Post-Ending Curl Bay 07 P.7

Capture Technique

Friendship Gauge 240

Agitated Friendship Gauge

Exp. Points 22

Effective Poké Assists Grass Electric

Attacks	Attack Method	Damage
	Shoots water	2

Effective Poké Assists Grass Electric

Attacks	Attack Method	Damage
	Shoots water	2

Buizel attacks by shooting water forward, aiming offscreen. Dodge by moving behind its back, and loop it quickly once it stops attacking. Fill the Friendship Gauge to capture it.

\*Assist Level is 2 when called with a Ranger Sign and 3 when called with a Charged Sign.

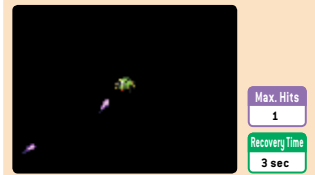
### R-034 Spinarak



Group Bug

Field Move Tackle

Poké Assist Shoots needles [Level 1]



Shoots four small needles forward that continue offscreen.

Primary Location

Pre-Ending Teakwood Forest 04 P.7

Post-Ending Teakwood Forest 04 P.7

Capture Technique

Friendship Gauge 120

Agitated Friendship Gauge

Exp. Points 12

Effective Poké Assists Fire Flying Rock

Attacks	Attack Method	Damage
	Shoots poison stingers	2
	Spins a web	1

Effective Poké Assists Fire Flying Rock

Attacks	Attack Method	Damage
	Shoots poison stingers	2
	Spins a web	1

Spinarak attacks by shooting one poison stinger forward, aiming offscreen, or by spinning a web at its feet. The web will stay on the ground for a short time, so be careful not to touch it, and loop Spinarak when it stops attacking.

### R-037 Floatzel



Group Water

Field Move Soak

Poké Assist Scatters bubbles (Forward)\* [Level 3]



Shoots ten bubbles forward. The bubbles do not disappear but continue offscreen.

Primary Location

Pre-Ending Oblivia Ruins 10 P.18

Post-Ending Oblivia Ruins 10 P.18

Capture Technique

Friendship Gauge 3,066

Agitated Friendship Gauge

Exp. Points 1,600

Effective Poké Assists Grass Electric

Attacks	Attack Method	Damage
	Shoots water	4
	Waters spheres	2

Effective Poké Assists Grass Electric

Attacks	Attack Method	Damage
	Shoots water	4
	Waters spheres	2

Floatzel attacks by shooting water forward, aiming offscreen, or by shooting a sphere of water that stays on the ground for a period of time. When Floatzel is not attacking, it moves around very quickly, so be careful not to allow your line to get cut as you loop.

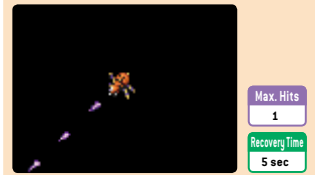
### R-035 Ariados



Group Bug

Field Move Tackle

Poké Assist Shoots needles [Level 2]



Shoots eight small needles forward that continue offscreen.

Primary Location

Pre-Ending Old Mansion 08 P.10

Post-Ending Old Mansion 08 P.10

Capture Technique

Friendship Gauge 756

Agitated Friendship Gauge

Exp. Points 180

Effective Poké Assists Fire Flying Rock

Attacks	Attack Method	Damage
	Shoots poison stingers	3
	Spins a web	2

Effective Poké Assists Fire Flying Rock

Attacks	Attack Method	Damage
	Shoots poison stingers	3
	Spins a web	2

Ariados attacks by shooting one poison stinger forward, aiming offscreen, or by spinning a web at its feet. The web will stay on the ground for a short time, so be careful not to touch it, and loop Ariados when it stops attacking.

### R-038 Croagunk



Group Poison

Field Move Crush

Poké Assist Poison spheres\* [Level 1]



Spits a sphere of poison onto the ground that stays on the ground for a period of time.

Primary Location

Pre-Ending Teakwood Forest 05 P.7

Post-Ending Teakwood Forest 05 P.7

Capture Technique

Friendship Gauge 180

Agitated Friendship Gauge

Exp. Points 12

Effective Poké Assists Ground Psychic

Attacks	Attack Method	Damage
	Poison spheres	2

Effective Poké Assists Ground Psychic

Attacks	Attack Method	Damage
	Poison spheres	2

Croagunk hops around and then shoots a sphere of poison that remains on the screen for a while. Hopping is a sign that Croagunk is about to attack. Wait until Croagunk has stepped away from the poison before looping it.

\*Assist Level is 2 when called with a Charged Sign.



## R-039 Toxicroak

**Group** Poison

**Field Move** Crush [L]

**Poké Assist** Poison spheres [L] (Level 4)

**Max. Hits** 7

**Recovery Time** 10 sec

Spits three spheres of poison that stay on the ground for a period of time.

**Primary Location**

Pre-Ending Sky Fortress [L] 18 P. 22

Post-Ending Sky Fortress [L] 18 P. 22

**Capture Technique**

Friendship Gauge 3,611

Agitated Friendship Gauge 2,166

Exp. Points 2,400

**Effective Poké Assists** Ground Psychic

Attacks	Attack Method	Damage
Scatters toxic gas		5
Poison spheres		3
Shoots toxic gas		5

Max. Hits 1

Recovery Time 3 sec

Toxicroak attacks by scattering toxic gas forward, shooting a poison sphere that stays on the ground, or encircling itself with a cloud of toxic gas. When it stops attacking, wait for it to step away from the poison on the ground, then loop it quickly.

## R-042 Zubat

**Group** Poison

**Field Move** Cut [L]

**Poké Assist** Poison gas (Surrounding) [L] (Level 1)

**Max. Hits** 1

**Recovery Time** 3 sec

Zubat surrounds itself with six clouds of toxic gas that spread out and disappear.

**Primary Location**

Pre-Ending Rasp Cavern [L] 01 P. 8

Post-Ending Rasp Cavern [L] 01 P. 8

**Capture Technique**

Friendship Gauge 120

Agitated Friendship Gauge —

Exp. Points 12

**Effective Poké Assists** Ground Psychic

Attacks	Attack Method	Damage
Sonic boom		2

Max. Hits 1

Recovery Time 3 sec

Zubat attacks with a sonic boom that spreads forward. Until it disappears, it's best not to try to loop it. Once the sound wave has disappeared, chase after the moving Zubat and loop it.

## R-040 Poochyena

**Group** Dark

**Field Move** Crush [L]

**Poké Assist** Wave of darkness [L] (Level 1)

**Max. Hits** 3

**Recovery Time** 3 sec

Poochyena surrounds itself with a wave of darkness that spreads out and then disappears.

**Primary Location**

Pre-Ending Rasp Cavern [L] 01 P. 8

Post-Ending Rasp Cavern [L] 01 P. 8

**Capture Technique**

Friendship Gauge 140

Agitated Friendship Gauge —

Exp. Points 12

**Effective Poké Assists** Fighting Bug

Attacks	Attack Method	Damage
Biting attack		3

Max. Hits 2

Recovery Time 5 sec

Poochyena uses a biting attack with large teeth. Dodge it while it's attacking, and loop as quickly as possible from the time Poochyena stops attacking until it starts the next attack. Keep looping to fill the Friendship Gauge and capture Poochyena.

## R-043 Golbat

**Group** Poison

**Field Move** Cut [L]

**Poké Assist** Poison gas (Surrounding) [L] (Level 2)

**Max. Hits** 2

**Recovery Time** 5 sec

Golbat surrounds itself with ten clouds of toxic gas that spread out and disappear.

**Primary Location**

Pre-Ending Old Mansion [L] 08 P. 10

Post-Ending Old Mansion [L] 08 P. 10

**Capture Technique**

Friendship Gauge 756

Agitated Friendship Gauge 453

Exp. Points 180

**Effective Poké Assists** Ground Psychic

Attacks	Attack Method	Damage
Sonic boom		3
Scatters toxic gas		2

Max. Hits 2

Recovery Time 5 sec

Golbat attacks by creating a sonic boom or by scattering toxic gas forward, aiming offscreen. Whichever attack it uses, looping it while it is attacking is a good way to take damage. When the attack stops, loop it quickly before it begins its next attack.

## R-041 Mightyena

**Group** Dark

**Field Move** Crush [L]

**Poké Assist** Wave of darkness [L] (Level 2)

**Max. Hits** 1

**Recovery Time** 5 sec

Mightyena surrounds itself with three waves of darkness that spread out and then disappear.

**Primary Location**

Pre-Ending Old Mansion [L] 06 P. 10

Post-Ending Old Mansion [L] 06 P. 10

**Capture Technique**

Friendship Gauge 700

Agitated Friendship Gauge 420

Exp. Points 122

**Effective Poké Assists** Fighting Bug

Attacks	Attack Method	Damage
Biting attack		3
Scatters black blades		2

Max. Hits 1

Recovery Time 5 sec

Mightyena attacks with a biting attack using large teeth, or by scattering three black blades forward. If you try to loop Mightyena while it's attacking, you will likely take damage, so dodge behind it. Once it stops attacking, take the chance to loop it.

## R-044 Crobat

**Group** Poison

**Field Move** Cut [L]

**Poké Assist** —

**Cannot accompany you**

**Primary Location**

Pre-Ending Sky Fortress\* [L] 17 P. 22

Post-Ending Capture Machine [L] 02 P. 107

**Capture Technique**

Friendship Gauge 16,000

Agitated Friendship Gauge —

Exp. Points 20,000

**Effective Poké Assists** Ground Psychic

Attacks	Attack Method	Damage
Scatters toxic gas		10
Shoots toxic gas (Big)		6
Rushing attack		12
Shoots toxic gas		10

Max. Hits 1

Recovery Time 5 sec

Boss Crobat attacks by firing a cloud of toxic gas forward, aiming offscreen. As the Friendship Gauge fills, Crobat attacks by sending out a very large cloud of toxic gas, by rushing, or by surrounding itself in toxic gas. Once it stops attacking, don't overlook your chance to loop it as quickly as possible.

\*Appears in an event.

## R-045 Koffing



Group **Poison**  
Field Move **Tackle**  
Poké Assist **Toxic gas** (Surrounding) [Level 2]



Max. Hits: 2  
Recovery Time: 5 sec

Primary Location  
Pre-Ending Rasp Cavern 01 P. 8  
Post-Ending Rasp Cavern 01 P. 8

Capture Technique

Friendship Gauge: 160  
Agitated Friendship Gauge: —  
Exp. Points: 12

Effective Poké Assists: Ground, Psychic

Attacks	Attack Method	Damage
Shoots toxic gas	2	
Scatters toxic gas	1	

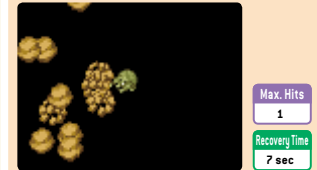
Max. Hits: 1  
Recovery Time: 7 sec

Koffing attacks by surrounding itself with toxic gas or by scattering a small cloud of toxic gas in front of itself. When not attacking, it moves slowly, so be careful of the small toxic cloud and loop it quickly to fill its Friendship Gauge.

## R-048 Graveler



Group **Rock**  
Field Move **Crush**  
Poké Assist **Drops rocks** (Forward) [Level 3]



Max. Hits: 1  
Recovery Time: 7 sec

Primary Location  
Pre-Ending Mt. Latoloto 10 P. 7  
Post-Ending Mt. Latoloto 10 P. 7

Capture Technique

Friendship Gauge: 480  
Agitated Friendship Gauge: —  
Exp. Points: 60

Effective Poké Assists: Grass, Water, Fighting, Ground, Steel

Attacks	Attack Method	Damage
Throws boulders	2	

Max. Hits: 1  
Recovery Time: 7 sec

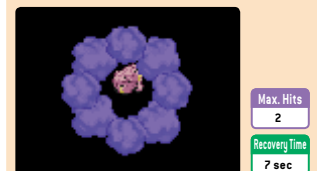
Graveler attacks by throwing boulders in front of itself. Once the boulder gets a short distance in front of Graveler, it falls to the ground and breaks. Once it's done attacking, loop it quickly to fill its Friendship Gauge before it starts its next attack.

\*Assist Level is 4 when called with a Ranger Sign and 5 when called with a Charged Sign.

## R-046 Weezing



Group **Poison**  
Field Move **Crush**  
Poké Assist **Toxic gas** (Surrounding) [Level 3]



Max. Hits: 2  
Recovery Time: 7 sec

Primary Location  
Pre-Ending Falderra Volcano 02 P. 13  
Post-Ending Falderra Volcano 02 P. 13

Capture Technique

Friendship Gauge: 2,070  
Agitated Friendship Gauge: 1,242  
Exp. Points: 750

Effective Poké Assists: Ground, Psychic

Attacks	Attack Method	Damage
Shoots toxic gas	2	
Poison sphere	2	
Shoots toxic gas	2	

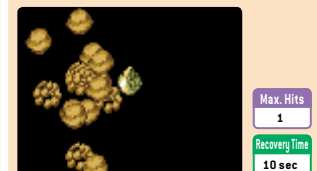
Max. Hits: 1  
Recovery Time: 10 sec

Weezing attacks by surrounding itself with clouds of toxic gas, by shooting spheres of poison that stay on the ground, or by shooting toxic gas. No matter what attack it uses, trying to loop it while it is attacking is dangerous. Once it's stopped attacking, loop it quickly, being careful to avoid the poison spheres.

## R-049 Golem



Group **Rock**  
Field Move **Crush**  
Poké Assist **Drops rocks** (Forward) [Level 4]



Max. Hits: 1  
Recovery Time: 10 sec

Primary Location  
Pre-Ending Falderra Volcano 04 P. 13  
Post-Ending Falderra Volcano 04 P. 13

Capture Technique

Friendship Gauge: 2,070  
Agitated Friendship Gauge: 1,242  
Exp. Points: 750

Effective Poké Assists: Grass, Water, Fighting, Ground, Steel

Attacks	Attack Method	Damage
Drops rocks	4	
Splits the ground	2	
Splits the ground	2	

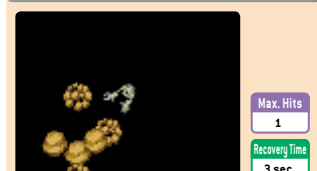
Max. Hits: 1  
Recovery Time: 10 sec

Golem attacks by dropping eight rocks on the screen, or by splitting the ground in an X pattern. Once Golem stops attacking, that's your chance to loop it bit by bit.

## R-047 Geodude



Group **Rock**  
Field Move **Crush**  
Poké Assist **Drops rocks** (Forward) [Level 1]



Max. Hits: 1  
Recovery Time: 3 sec

Primary Location  
Pre-Ending Rasp Cavern 01 P. 8  
Post-Ending Rasp Cavern 01 P. 8

Capture Technique

Friendship Gauge: 180  
Agitated Friendship Gauge: —  
Exp. Points: 12

Effective Poké Assists: Grass, Water, Fighting, Ground, Steel

Attacks	Attack Method	Damage
Throws rocks	2	

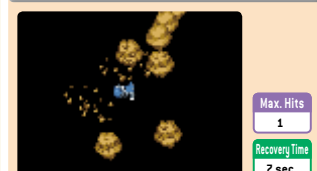
Max. Hits: 1  
Recovery Time: 7 sec

Geodude attacks by throwing a rock in front of itself, aiming offscreen. Once it stops attacking, loop it quickly until it attacks again. Fill the Friendship Gauge and capture it.

## R-050 Cranidos



Group **Rock**  
Field Move **Crush**  
Poké Assist **Drops rocks** (Surrounding) [Level 3]



Max. Hits: 1  
Recovery Time: 7 sec

Primary Location  
Pre-Ending Rasp Cavern 02 P. 8  
Post-Ending Rasp Cavern 01 P. 8

Capture Technique

Friendship Gauge: 200  
Agitated Friendship Gauge: —  
Exp. Points: 15

Effective Poké Assists: Grass, Water, Fighting, Ground, Steel

Attacks	Attack Method	Damage
Shoots a shock wave	3	
Rushing attack	3	

Max. Hits: 1  
Recovery Time: 7 sec

Cranidos attacks with a shock wave or with a rushing attack. During either attack, dodge by lifting your stylus off the screen or moving behind Cranidos's back. Once its attacks stop, loop as quickly as you can before the next attack begins.



## R-051 Rampardos

**Group** Rock

**Field Move** Crush

**Poké Assist** Drops rocks (Surrounding) (Level 5)

**Max. Hits** 1

**Recovery Time** 15 sec

Rampardos drops 30 large rocks around itself that break upon hitting the ground.

**Primary Location**

Pre-Ending Rasp Cavern 02 P.8

Post-Ending Rasp Cavern 02 P.8

**Capture Technique**

**Friendship Gauge** 2,070

**Agitated Friendship Gauge** 1,242

**Exp. Points** 900

**Effective Poké Assists** Grass Water Fighting Ground Steel

Attacks	Attack Method	Damage
⏏	Drops boulders	4
⏏	Shoots shock waves	2
⏏	Shoots shock waves	2

Rampardos attacks by dropping eight rocks on the ground or by sending out shock waves. Once it stops attacking, loop it calmly.

## R-054 Skuntank

**Group** Poison

**Field Move** Tackle

**Poké Assist** Toxic gas (Surrounding) (Level 2)

**Max. Hits** 2

**Recovery Time** 5 sec

Skuntank surrounds itself with ten clouds of toxic gas that spread and disappear.

**Primary Location**

Pre-Ending Rasp Cavern 09 P.8

Post-Ending Rasp Cavern 09 P.8

**Capture Technique**

**Friendship Gauge** 495

**Agitated Friendship Gauge** —

**Exp. Points** 60

**Effective Poké Assists** Ground Psychic

Attacks	Attack Method	Damage
⏏	Shoots toxic gas	3
⏏	Poison spheres	1
⏏	Poison spheres	1

Skuntank attacks by firing clouds of toxic gas, aiming offscreen, or strikes with one of two types of poison sphere attacks. When "!!" is displayed, it will wait a moment before attacking. When "!!!" is displayed, it will attack immediately after. Wait for it to stop attacking before looping.

## R-052 Dunsparce

**Group** Normal

**Field Move** Crush

**Poké Assist** Shock wave (Level 1)

**Max. Hits** 2

**Recovery Time** 3 sec

Sends a large shock wave forward that quickly disappears.

**Primary Location**

Pre-Ending Rasp Cavern 02 P.8

Post-Ending Rasp Cavern 02 P.8

**Capture Technique**

**Friendship Gauge** 140

**Agitated Friendship Gauge** —

**Exp. Points** 12

**Effective Poké Assists** Fighting

Attacks	Attack Method	Damage
⏏	Shock waves	2

Dunsparce attacks by shooting a shock wave that surrounds itself, but it does not attack very frequently. Furthermore, it moves slowly, so you can relax and loop it easily, filling its Friendship Gauge and capturing it.

## R-055 Murkrow

**Group** Dark

**Field Move** Cut

**Poké Assist** Dark wind (Level 1)

**Max. Hits** 1

**Recovery Time** 3 sec

Shoots four dark winds forward that cross and fly offscreen.

**Primary Location**

Pre-Ending Teakwood Forest 05 P.7

Post-Ending Teakwood Forest 05 P.7

**Capture Technique**

**Friendship Gauge** 140

**Agitated Friendship Gauge** —

**Exp. Points** 12

**Effective Poké Assists** Fighting Bug

Attacks	Attack Method	Damage
⏏	Dark wave	2

Murkrow attacks by shooting a dark wave that stays on the screen for a period of time. Because you don't know where the dark wave will appear, lift your stylus off the screen when Murkrow attacks to avoid taking damage. Dodge the dark wave when you loop Murkrow.

## R-053 Stunky

**Group** Poison

**Field Move** Tackle

**Poké Assist** Toxic gas (Surrounding) (Level 1)

**Max. Hits** 1

**Recovery Time** 3 sec

Stunky surrounds itself with six clouds of toxic gas that spread and disappear.

**Primary Location**

Pre-Ending Rasp Cavern 02 P.8

Post-Ending Rasp Cavern 02 P.8

**Capture Technique**

**Friendship Gauge** 140

**Agitated Friendship Gauge** —

**Exp. Points** 12

**Effective Poké Assists** Ground Psychic

Attacks	Attack Method	Damage
⏏	Shoots toxic gas	2

Stunky attacks by surrounding itself with clouds of toxic gas. If you try to loop it during its attack, you'll likely take damage. Wait for the gas to dissipate, and loop it quickly until its next attack.

## R-056 Honchkrow

**Group** Dark

**Field Move** Cut

**Poké Assist** Dark surge (Level 4)

**Max. Hits** 2

**Recovery Time** 10 sec

Surrounds itself with a series of five dark waves that expand and disappear.

**Primary Location**

Pre-Ending —

Post-Ending Sky P.24

**Capture Technique**

**Friendship Gauge** 3,864

**Agitated Friendship Gauge** —


**Exp. Points** 2,400

**Effective Poké Assists** Fighting Bug

Attacks	Attack Method	Damage
⏏	Scatters black blades	5
⏏	Dark surge	3

Honchkrow attacks by scattering three black blades forward or by scattering dark surges all over the screen. Lift your stylus off the screen when it attacks with the dark surges. When it stops attacking, that's your chance to loop it as many times as you can before it begins its next attack.

## R-057 Celebi



Group **Grass**

Field Move —

Poké Assist —


Cannot accompany you

Primary Location

Pre-Ending Cocona Village\* 03 P.7

Post-Ending Capture Machine 02 P.107

Capture Technique



Friendship Gauge **300**

Agitated Friendship Gauge —

Exp. Points **22**

Effective Poké Assists

Poison Fire Ice

Flying Bug

Attacks	Attack Method	Damage
	Scatters leaves	2
	Grows ivy	1

Max. Hits **3**

Recovery Time **9 sec**

It will perform a Capture Styler Energy Recharge Level 1, three times.


Primary Location

Pre-Ending Coral Sea 02 P.8

Post-Ending Coral Sea 02 P.8

Boss Celebi attacks by scattering large quantities of leaves that continue offscreen or by making two vines of ivy grow up from the ground that stay on the ground for a time. Celebi moves fast, so chase after it, being careful not to touch the ivy. Loop it as quickly as you can.

## R-060 Chinchou



Group **Electric**

Field Move **Recharge** [1]

Poké Assist **Recharge** [1] (Level 1)


Cannot accompany you

Primary Location

Pre-Ending Coral Sea 02 P.8

Post-Ending Coral Sea 02 P.8

Capture Technique



Friendship Gauge **264**

Agitated Friendship Gauge —

Exp. Points **22**

Effective Poké Assists

Ground

Attacks	Attack Method	Damage
	Scatters electricity	2

Max. Hits **3**

Recovery Time **9 sec**

It will perform a Capture Styler Energy Recharge Level 1, three times.

Primary Location


Pre-Ending Coral Sea 02 P.8

Post-Ending Coral Sea 02 P.8

Chinchou attacks by throwing a bolt of electricity forward, aiming offscreen. The time between attacks is your chance to loop it. Loop quickly to fill the Friendship Gauge.

\*Appears in an event.

## R-058 Lapras



Group **Water**

Field Move —

Poké Assist —

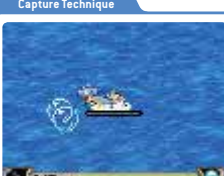
Cannot accompany you

Primary Location

Pre-Ending Lapras Beach\* 06 P.7

Post-Ending Capture Machine 01 P.107

Capture Technique



Friendship Gauge **400**

Agitated Friendship Gauge —

Exp. Points **30**

Effective Poké Assists

Grass Electric

Attacks	Attack Method	Damage
	Scatters bubbles	3
	Scatters bubbles	1

Max. Hits **5**

Recovery Time **15 sec**

It will perform a Capture Styler Energy Recharge Level 3, five times.

Primary Location


Pre-Ending Canal Ruins 08 P.16

Post-Ending Canal Ruins 08 P.16

Lapras attacks by shooting a bubble that continues offscreen or by shooting two bubbles. When it stops attacking, that's your chance. Loop it as quickly as you can to fill its Friendship Gauge before its next attack.

\*Appears in an event.

## R-061 Lanturn



Group **Electric**

Field Move **Recharge** [3]

Poké Assist **Recharge** [3] (Level 3)

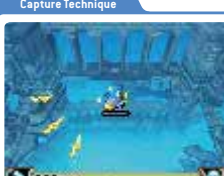
Cannot accompany you

Primary Location

Pre-Ending Canal Ruins 08 P.16

Post-Ending Canal Ruins 08 P.16

Capture Technique



Friendship Gauge **2,240**

Agitated Friendship Gauge —

Exp. Points **1,000**

Effective Poké Assists

Ground

Attacks	Attack Method	Damage
	Electrical discharge	2
	Scatters electricity	5

Max. Hits **5**

Recovery Time **15 sec**

It will perform a Capture Styler Energy Recharge Level 3, five times.


Primary Location

Pre-Ending Canal Ruins 08 P.16

Post-Ending Canal Ruins 08 P.16

Lanturn attacks by creating an electrical discharge or by throwing three bolts of electricity forward, aiming offscreen. When it's attacking, dodge by getting behind Lanturn. When it stops attacking, loop it quickly.

## R-059 Luvdisc



Group **Water**

Field Move **Cut** [1]

Poké Assist **Water spheres** [1] (Level 1)

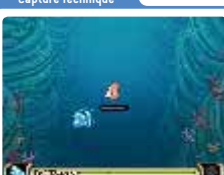
Cannot accompany you

Primary Location

Pre-Ending Coral Sea 01 P.8

Post-Ending Coral Sea 01 P.8

Capture Technique



Friendship Gauge **200**

Agitated Friendship Gauge —

Exp. Points **22**

Effective Poké Assists

Grass Electric

Attacks	Attack Method	Damage
	Scatters water	2

Max. Hits **1**

Recovery Time **1.5 sec**

Shoots a sphere of water forward that continues offscreen.


Primary Location

Pre-Ending Coral Sea 01 P.8

Post-Ending Coral Sea 01 P.8

Luvdisc attacks by throwing water forward, aiming offscreen. Dodge while it's attacking, and once the attack is finished, loop as quickly as you can to fill the Friendship Gauge and capture it.

## R-062 Mantyke



Group **Water**

Field Move **Cut** [1]

Poké Assist **Scatters bubbles (Forward)** [1] (Level 2)


Cannot accompany you

Primary Location

Pre-Ending Coral Sea 02 P.8

Post-Ending Coral Sea 02 P.8

Capture Technique



Friendship Gauge **200**

Agitated Friendship Gauge —

Exp. Points **22**

Effective Poké Assists

Grass Electric

Attacks	Attack Method	Damage
	Scatters bubbles	2

Max. Hits **1**

Recovery Time **5 sec**

Shoots eight bubbles forward that continue offscreen and disappear.

Primary Location

Pre-Ending Coral Sea 02 P.8

Post-Ending Coral Sea 02 P.8

Mantyke attacks by throwing a bubble forward, aiming offscreen. From the time that it stops attacking until the beginning of its next attack, loop it quickly to raise its Friendship Gauge and capture it.



## R-063 Mantine

**Group** Water

**Field Move** Cut

**Poké Assist** Scatters bubbles (Forward) [Level 4]

**Max. Hits** 1

**Recovery Time** 10 sec

Shoots 12 bubbles forward that continue offscreen without popping.

**Primary Location**

Pre-Ending Undersea Cavern 02 P. 19

Post-Ending Undersea Cavern 02 P. 19

**Capture Technique**

Friendship Gauge 2,070

Agitated Friendship Gauge

Exp. Points 2,200

**Effective Poké Assists** Grass Electric

Attacks	Attack Method	Damage
Scatters bubbles		4
Scatters water		4
Scatters water (Big)		4

Mantine attacks by throwing a bubble forward, shooting water forward off the screen, or spraying a large amount of water. It attacks rapidly, so your chances to loop it are slim. Keep an eye on Mantine, and don't miss any opportunity to loop it.

## R-066 Gorebyss

**Group** Water

**Field Move** Cut

**Poké Assist** Scatters bubbles (Forward) [Level 2]

**Max. Hits** 1

**Recovery Time** 5 sec

Shoots eight bubbles forward that continue offscreen and disappear.

**Primary Location**

Pre-Ending Canal Ruins 08 P. 16

Post-Ending Canal Ruins 08 P. 16

**Capture Technique**

Friendship Gauge 1,620

Agitated Friendship Gauge

Exp. Points 1,000

**Effective Poké Assists** Grass Electric

Attacks	Attack Method	Damage
Water tornado		2

Gorebyss attacks by creating a tornado in front of itself that stays spinning onscreen for a short time. Once the tornado disappears, loop it quickly to raise its Friendship Gauge before its next attack.

## R-064 Clamperl

**Group** Water

**Field Move** Cut

**Poké Assist** Scatters bubbles (Forward) [Level 1]

**Max. Hits** 1

**Recovery Time** 3 sec

Shoots six bubbles forward that disappear in the order that they appeared.

**Primary Location**

Pre-Ending Coral Sea 02 P. 8

Post-Ending Coral Sea 02 P. 8

**Capture Technique**

Friendship Gauge 200

Agitated Friendship Gauge

Exp. Points 22

**Effective Poké Assists** Grass Electric

Attacks	Attack Method	Damage
Water tornado		2

Clamperl attacks by creating a swirl of water that stays onscreen for a short period of time. Wait for the swirl to disappear, or for it to separate from Clamperl before you loop Clamperl and fill its Friendship Gauge.

## R-067 Corsola

**Group** Water

**Field Move** Crush

**Poké Assist** Scatters bubbles (Surrounding) [Level 1]

**Max. Hits** 5

**Recovery Time** 3 sec

Corsola attacks with bubbles that spin around itself for a short time.

**Primary Location**

Pre-Ending Coral Sea 02 P. 8

Post-Ending Coral Sea 02 P. 8

**Capture Technique**

Friendship Gauge 260

Agitated Friendship Gauge

Exp. Points 22

**Effective Poké Assists** Grass Electric

Attacks	Attack Method	Damage
Scatters bubbles		2

Corsola attacks by releasing a bubble forward that continues offscreen. From the end of the attack to the beginning of the next attack is your chance to loop it. Loop as quickly as you can to raise its Friendship Gauge.

## R-065 Huntail

**Group** Water

**Field Move** Crush

**Poké Assist** Scatters bubbles (Forward) [Level 2]

**Max. Hits** 1

**Recovery Time** 5 sec

Shoots eight bubbles forward that continue offscreen and disappear.

**Primary Location**

Pre-Ending Canal Ruins 08 P. 16

Post-Ending Canal Ruins 08 P. 16

**Capture Technique**

Friendship Gauge 1,620

Agitated Friendship Gauge 972

Exp. Points 1,000

**Effective Poké Assists** Grass Electric

Attacks	Attack Method	Damage
Water tornado		3
Biting attack		5
Biting attack		5

Huntail attacks by creating three underwater tornadoes or by striking with two different types of biting attacks. When "!!!" is displayed, it will wait a short time before biting, and when "!!!" is displayed, it will bite immediately. Wait for it to stop attacking, and then loop it quickly.

## R-068 Horsea

**Group** Water

**Field Move** Tackle

**Poké Assist** Scatters bubbles (Surrounding) [Level 1]

**Max. Hits** 5

**Recovery Time** 3 sec

Horsea attacks with bubbles that spin around itself for a short time.

**Primary Location**

Pre-Ending Coral Sea 02 P. 8

Post-Ending Coral Sea 02 P. 8

**Capture Technique**

Friendship Gauge 264

Agitated Friendship Gauge

Exp. Points 22

**Effective Poké Assists** Grass Electric

Attacks	Attack Method	Damage
Scatters bubbles		2

Horsea attacks by releasing a bubble forward that continues offscreen. Loop as quickly as you can from the time that it stops attacking until the beginning of its next attack.

## R-069 Seadra



Group Water  
Field Move Crush  
Poké Assist Scatters bubbles (Forward) [Level 2]



Shoots eight bubbles forward that continue offscreen and disappear.

Primary Location  
Pre-Ending Canal Ruins 010 P.16  
Post-Ending Canal Ruins 010 P.16

Capture Technique

Friendship Gauge 2,967  
Agitated Friendship Gauge 1,780  
Exp. Points 1,000

Effective Grass Electric

Poké Assists

Attacks	Attack Method	Damage
I	Sprays bubbles	2
II	Scatters bubbles	1

Max. Hits 1  
Recovery Time 5 sec

Seadra attacks by spraying bubbles or by scattering two bubbles at a time. From the time that the two bubbles disappear offscreen to the time that Seadra's next attack starts is your chance to loop it quickly and fill its Friendship Gauge.

## R-072 Sharpedo



Group Water  
Field Move Crush  
Poké Assist Shoots water sphere [Level 3]



Shoots a sphere of water forward that continues straight offscreen.

Primary Location  
Pre-Ending Coral Sea 004 P.8  
Post-Ending Coral Sea 004 P.8

Capture Technique

Friendship Gauge 300  
Agitated Friendship Gauge —  
Exp. Points 30

Effective Grass Electric

Poké Assists

Attacks	Attack Method	Damage
I	Rushing attack	2
II	Biting attack	1

Max. Hits 1  
Recovery Time 7 sec

Sharpedo attacks by rushing forward and by biting with very large teeth. You can dodge both of its attacks by getting behind Sharpedo. Wait for it to stop attacking, and then loop it quickly before it starts its next attack.

## R-070 Kingdra



Group Water  
Field Move Crush  
Poké Assist Scatters bubbles (Forward) [Level 5]



Sprays small bubbles from its mouth that continue straight offscreen.

Primary Location  
Pre-Ending Undersea Cavern 006 P.19  
Post-Ending Undersea Cavern 006 P.19

Capture Technique

Friendship Gauge 2,967  
Agitated Friendship Gauge 1,780  
Exp. Points 2,200

Effective Grass Electric

Poké Assists

Attacks	Attack Method	Damage
I	Scatters water (Big)	5
II	Scatters bubbles	2
III	Water tornado	2

Max. Hits 1  
Recovery Time 15 sec

Kingdra attacks by shooting a large amount of water forward, aiming offscreen, by scattering two bubbles, or by creating three underwater tornadoes. When it stops attacking, that's your chance to loop it and fill its Friendship Gauge.

## R-073 Igglybuff



Group Normal  
Field Move Crush  
Poké Assist Scatters hearts (Surrounding) [Level 1]



Surrounds itself with four hearts that float and circle around for a time.

Primary Location  
Pre-Ending Lapras Beach 006 P.7  
Post-Ending Lapras Beach 006 P.7

Capture Technique

Friendship Gauge 210  
Agitated Friendship Gauge —  
Exp. Points 22

Effective Fighting

Poké Assists

Attacks	Attack Method	Damage
I	Throws musical notes	3

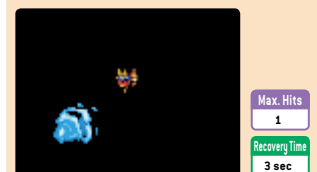
Max. Hits 5  
Recovery Time 1.5 sec

Igglybuff attacks by throwing out a musical note that floats around the screen for a short time. When it gets far enough away from Igglybuff, or even disappears, that's your chance to loop and capture.

## R-071 Carvanha



Group Water  
Field Move Crush  
Poké Assist Shoots water sphere [Level 1]



Shoots a sphere of water forward that continues straight offscreen.

Primary Location  
Pre-Ending Coral Sea 003 P.8  
Post-Ending Coral Sea 003 P.8

Capture Technique

Friendship Gauge 220  
Agitated Friendship Gauge —  
Exp. Points 22

Effective Grass Electric

Poké Assists

Attacks	Attack Method	Damage
I	Shoots a shock wave	3
II	Shoots a shock wave	1

Max. Hits 1  
Recovery Time 3 sec

Carvanha attacks with two different types of shock waves. Though they appear the same, the shock wave preceded by "I" will do 3 damage, while the "II" shock wave will do 1 damage. Dodge its attacks, and loop it quickly when they stop.

## R-074 Munchlax



Group Normal  
Field Move Crush  
Poké Assist Shoots a shock wave [Level 1]



Blasts a large shock wave forward that soon disappears.

Primary Location  
Pre-Ending Curl Bay 007 P.7  
Post-Ending Curl Bay 007 P.7

Capture Technique

Friendship Gauge 290  
Agitated Friendship Gauge —  
Exp. Points 45

Effective Fighting

Poké Assists

Attacks	Attack Method	Damage
I	Rushing attack	2

Max. Hits 2  
Recovery Time 3 sec

Munchlax attacks by rushing forward. If you try to loop it when it's rushing, you'll likely take damage. Wait for it to stop attacking, and loop quickly to fill the Friendship Gauge before it attacks again.



## R-075 Eevee

**Group** Normal

**Field Move** Tackle

**Poké Assist** Scatters hearts (Forward)\* [Level 2]

When Eevee is at the center of the screen, it will surround itself with a circle of hearts. When it's close to the sides of the screen, it will scatter hearts forward.

**Max. Hits** 2  
**Recovery Time** 5 sec

**Primary Location**

Pre-Ending	Old Mansion	05	P.10
Post-Ending	Old Mansion	05	P.10

**Capture Technique**

Friendship Gauge 350  
Agitated Friendship Gauge —  
Exp. Points 50

**Effective Poké Assists** Fighting

Attacks	Attack Method	Damage
I	Rushing attack	3
II	Rushing attack	3

Eevee uses two types of rushing attacks. When "I" is displayed, it waits a moment and then attacks. When "II" is displayed, it attacks immediately. When it stops attacking, take the chance to loop it quickly before its next attack.

## R-078 Flareon

**Group** Fire

**Field Move** Burn

**Poké Assist** Fire pillar (Forward) [Level 2]

After two pillars of fire flare up in front, eight more pillars will appear simultaneously and burn for some time.

**Max. Hits** 3  
**Recovery Time** 7 sec

**Primary Location**

Pre-Ending	Faldera Volcano	10	P.14
Post-Ending	Faldera Volcano	10	P.14

**Capture Technique**

Friendship Gauge 3,696  
Agitated Friendship Gauge —  
Exp. Points 800

**Effective Poké Assists** Water Ground Rock

Attacks	Attack Method	Damage
I	Scatters fire	6
II	Fire pillar	2
III	Fire pillar	2

Flareon attacks with three waves of four blasts of fire or with two types of fire pillars that remain on the ground for a time. When "I" is displayed, the fire pillars will rise immediately, and when "III" is displayed, Flareon will wait briefly before creating the fire pillars. Loop it when it stops attacking.

\*Assist Level is 3 when called with a Ranger Sign and 4 when called with a Charged Sign.

## R-076 Vaporeon

**Group** Water

**Field Move** Soak

**Poké Assist** Scatters bubbles (Surrounding)\* [Level 3]

Scatters bubbles that encircle Vaporeon and spin for a time.

**Max. Hits** 5  
**Recovery Time** 7 sec

**Primary Location**

Pre-Ending	Canal Ruins	06	P.16
Post-Ending	Canal Ruins	06	P.16

**Capture Technique**

Friendship Gauge 2,580  
Agitated Friendship Gauge —  
Exp. Points 1,000

**Effective Poké Assists** Grass Electric

Attacks	Attack Method	Damage
I	Sprays bubbles	4
II	Water sphere	2

Vaporeon attacks by spraying bubbles forward that continue offscreen or by shooting a sphere of water that stays on the ground for a short time. When it stops attacking, loop it quickly to fill the Friendship Gauge, being careful not to touch the water on the ground.

## R-079 Espeon

**Group** Psychic

**Field Move** Psy Power

**Poké Assist** Strange orbs (Paused)\* [Level 2]

Scatters five strange orbs forward that spread out and continue offscreen. Touching these will result in Paused status.

**Max. Hits** 4  
**Recovery Time** 8 sec

**Primary Location**

Pre-Ending	Old Mansion	09	P.10
Post-Ending	Old Mansion	09	P.10

**Capture Technique**

Friendship Gauge 640  
Agitated Friendship Gauge —  
Exp. Points 122

**Effective Poké Assists** Bug Ghost Dark

Attacks	Attack Method	Damage
I	Scatter strange orbs	3
II	Strange spheres	2

Espeon attacks by scattering strange orbs, covering half the screen, or by shooting strange spheres that remain on the ground for a time. Dodge by getting behind Espeon and wait for it to stop attacking before looping it quickly to raise its Friendship Gauge.

## R-077 Jolteon

**Group** Electric

**Field Move** Electrify

**Poké Assist** Thunderbolt [Level 3]

Lightning strikes in four places surrounding Jolteon, working its way outward.

**Max. Hits** 1  
**Recovery Time** 14 sec

**Primary Location**

Pre-Ending	Mt. Laguda*	05	P.7
Post-Ending	Wireless Tower	07	P.8

**Capture Technique**

Friendship Gauge 4,818  
Agitated Friendship Gauge 2,890  
Exp. Points 2,400

**Effective Poké Assists** Ground

Attacks	Attack Method	Damage
I	Scatters electricity	8
II	Electric sphere	4
III	Lightning strikes	4

Jolteon attacks by aiming a large bolt of electricity forward and offscreen, by throwing two spheres of electricity on the ground where they'll stay, or by striking the screen with blue lightning. When the attacks stop, that's your chance to loop it quickly.

## R-080 Umbreon

**Group** Dark

**Field Move** Cut

**Poké Assist** Dark wave [Level 3]

Surrounds itself in four successive waves of darkness that spread out and disappear.

**Max. Hits** 1  
**Recovery Time** 7 sec

**Primary Location**

Pre-Ending	Oblivia Ruins	12	P.18
Post-Ending	Oblivia Ruins	12	P.18

**Capture Technique**

Friendship Gauge 3,066  
Agitated Friendship Gauge —  
Exp. Points 1,600

**Effective Poké Assists** Fighting Bug

Attacks	Attack Method	Damage
I	Scatters black blades	4
II	Dark wave	2

Umbreon attacks by scattering five black blades forward or by emitting a dark wave that covers the screen. The black blades spread out as they move forward, so it is best not to loop. Wait for Umbreon's attacks to stop before looping quickly, and you'll be safe.

\*Appears during a battle with the Pinchers.

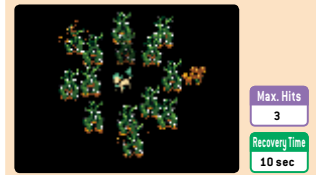
### R-081 Leafeon



Group **Grass**

Field Move **Cut**

Poké Assist **Ivy pillar** (Level 4)



Max. Hits **3**

Recovery Time **10 sec**

Primary Location

Pre-Ending Sky Fortress 09 P. 21

Post-Ending Sky Fortress 09 P. 21

Capture Technique

Friendship Gauge **3,864**

Agitated Friendship Gauge **—**

Exp. Points **2,400**

Effective **Poison** **Fire** **Ice**

Poké Assists **Flying** **Bug**

Attacks	Attack Method	Damage
	Scatters leaves	5
	Leaf barrier	3
	Seeds that sprout ivy	3
	Leaf barrier	2

Leafeon attacks by scattering a large number of leaves forward, two attacks surrounding itself with a spinning barrier of four leaves, or throwing three seeds on the ground that sprout into ivy. When it uses its barrier attack, the amount of damage it can deal differs. Wait for it to stop attacking, and then loop.

### R-084 Prinplup



Group **Water**

Field Move **Cut**

Poké Assist **Scatters bubbles (Forward)** (Level 2)



Max. Hits **1**

Recovery Time **5 sec**

Primary Location

Pre-Ending Mt. Sorbet 01 P. 17

Post-Ending Mt. Sorbet 01 P. 17

Capture Technique

Friendship Gauge **3,400**

Agitated Friendship Gauge **2,040**

Exp. Points **1,400**

Effective **Grass** **Electric**

Poké Assists **—**

Attacks	Attack Method	Damage
	Cutting attack	5
	Water sphere	3
	Scatters bubbles	3

Prinplup attacks by executing a scratching and cutting attack, by shooting spheres of water that remain on the ground for a time, or by shooting a bubble forward that continues offscreen. While it is attacking, dodge by getting behind Prinplup, and be careful not to touch the water when you loop.

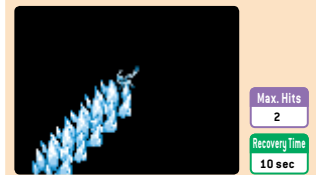
### R-082 Glaceon



Group **Ice**

Field Move **Crush**

Poké Assist **Ice spheres (Forward—Stopped)** (Level 2)



Max. Hits **2**

Recovery Time **10 sec**

Primary Location

Pre-Ending Mt. Sorbet\* 12 P. 17

Post-Ending Mt. Sorbet 11 P. 17

Capture Technique

Friendship Gauge **2,430**

Agitated Friendship Gauge **—**

Exp. Points **1,400**

Effective **Fire** **Fighting** **Rock**

Poké Assists **Steel**

Attacks	Attack Method	Damage
	Scatters snow	4
	Drops ice	4
	Drops icicles	4

Glaceon attacks by throwing snow forward, aiming offscreen, by dropping three chunks of ice to the ground, or by dropping pillars of ice to the ground. When the ice disappears, and all other attacks stop, then loop it a little at a time.

### R-085 Empoleon



Group **Water**

Field Move **Cut**

Poké Assist **Scatters bubbles (Forward)** (Level 5)



Max. Hits **1**

Recovery Time **15 sec**

Primary Location

Pre-Ending Mt. Sorbet 11 P. 17

Post-Ending Mt. Sorbet 11 P. 17

Capture Technique

Friendship Gauge **3,611**

Agitated Friendship Gauge **2,166**

Exp. Points **1,400**

Effective **Grass** **Electric**

Poké Assists **—**

Attacks	Attack Method	Damage
	Sprays bubbles	6
	Water spheres	3
	Scatters white blades	6

Empoleon attacks by spraying bubbles forward, aiming offscreen, by throwing two spheres of water that remain on the ground for a time, or by throwing two white blades forward. When it stops attacking, loop it quickly before it starts attacking again.

### R-083 Piplup



Group **Water**

Field Move **Soak**

Poké Assist **Scatters bubbles (Forward)** (Level 1)



Max. Hits **1**

Recovery Time **3 sec**

Primary Location

Pre-Ending Hinder Cape 13 P. 7

Post-Ending Hinder Cape 13 P. 7

Capture Technique

Friendship Gauge **440**

Agitated Friendship Gauge **—**

Exp. Points **80**

Effective **Grass** **Electric**

Poké Assists **—**

Attacks	Attack Method	Damage
	Scatters water	3
	Water sphere	1
	Scatters bubbles	1

Piplup attacks by shooting water forward, by shooting a sphere of water that stays on the ground, or by shooting a bubble forward that continues offscreen. Once it stops attacking, loop it quickly, being careful not to touch the water on the ground.

### R-086 Shellos



Group **Water**

Field Move **Soak**

Poké Assist **Scatters bubbles (Forward)** (Level 1)



Max. Hits **1**

Recovery Time **3 sec**

Primary Location

Pre-Ending Curl Bay 07 P. 7

Post-Ending Curl Bay 07 P. 7

Capture Technique

Friendship Gauge **230**

Agitated Friendship Gauge **—**

Exp. Points **40**

Effective **Grass** **Electric**

Poké Assists **—**

Attacks	Attack Method	Damage
	Scatters water	2

Shellos attacks by throwing a blast of water forward, aiming offscreen. Wait for it to stop attacking, and loop it quickly to raise its Friendship Gauge before it attacks again.

\*Appears in a battle with the Pinchers.

\*Assist Level is 2 when called with a Ranger Sign and 3 when called with a Charged Sign.



## R-087 Gastrodon

**Group** Water

**Field Move** Soak [1]

**Poké Assist** Scatters bubbles (Forward) [1] (Level 2)

Shoots eight bubbles forward that continue offscreen and disappear.

**Max. Hits** 1  
**Recovery Time** 5 sec

**Primary Location**

Pre-Ending Faldera Volcano [09] P.14  
Post-Ending Faldera Volcano [09] P.14

**Capture Technique**

Friendship Gauge 1,800  
Agitated Friendship Gauge —  
Exp. Points 750

**Effective Poké Assists** Grass Electric

Attacks	Attack Method	Damage
[1] Water spheres		3
[1] Water spheres		2

Gastrodon has two types of attacks that involve spheres of water that stay on the ground. When "!" is displayed, Gastrodon will shoot a sphere of water forward. When "!!" is displayed, eight small water spheres will remain on the ground where Gastrodon walks. No matter which attack Gastrodon uses, wait for the water to disappear before trying to loop.

## R-090 Totodile

**Group** Water

**Field Move** Soak [1]

**Poké Assist** Water spheres [1] (Level 1)

Shoots a sphere of water forward that continues straight offscreen.

**Max. Hits** 1  
**Recovery Time** 3 sec

**Primary Location**

Pre-Ending Rand's House [08] P.7  
Post-Ending Rand's House [08] P.7

**Capture Technique**

Friendship Gauge 230  
Agitated Friendship Gauge —  
Exp. Points 40

**Effective Poké Assists** Grass Electric

Attacks	Attack Method	Damage
[1] Scatters water		2

Totodile attacks by throwing water, aiming offscreen. The interval between attacks is your chance to loop it quickly and fill its Friendship Gauge.

## R-088 Aipom

**Group** Normal

**Field Move** Crush [1]

**Poké Assist** Throws rocks\* [1] (Level 1)

Throws six small rocks forward. When they land, they immediately disappear.

**Max. Hits** 1  
**Recovery Time** 3 sec

**Primary Location**

Pre-Ending Curl Bay [07] P.7  
Post-Ending Curl Bay [07] P.7

**Capture Technique**

Friendship Gauge 140  
Agitated Friendship Gauge —  
Exp. Points 12

**Effective Poké Assists** Fighting

Attacks	Attack Method	Damage
[1] Throws rocks		2

Aipom attacks by throwing rocks forward that continue offscreen. The interval between the end of one attack and the beginning of the next is your chance to loop Aipom. Loop quickly to fill the Friendship Gauge.

## R-091 Croconaw

**Group** Water

**Field Move** Crush [1]

**Poké Assist** Water spheres [1] (Level 2)

Shoots a sphere of water forward that continues straight offscreen.

**Max. Hits** 1  
**Recovery Time** 5 sec

**Primary Location**

Pre-Ending Sophian Road [03] P.15  
Post-Ending Sophian Road [03] P.15

**Capture Technique**

Friendship Gauge 3,105  
Agitated Friendship Gauge 1,863  
Exp. Points 750

**Effective Poké Assists** Grass Electric

Attacks	Attack Method	Damage
[1] Biting attack		4
[1] Biting attack		4
[1] Watersphere		2

Croconaw attacks with two types of biting attacks and by shooting a sphere of water that stays on the ground. When "!" is displayed, Croconaw waits briefly before biting, and when "!!" is displayed, it bites immediately. Wait for it to stop attacking, then loop quickly.

\*Assist Level is 2 when called with a Ranger Sign, and the Poké Assist changes to a rock-dropping attack.

## R-089 Ambipom

**Group** Normal

**Field Move** Crush [1]

**Poké Assist** Throws rocks [1] (Level 2)

Throws eight small rocks forward. When they land, they immediately disappear.

**Max. Hits** 1  
**Recovery Time** 5 sec

**Primary Location**

Pre-Ending Daybreak Ruins [12] P.10  
Post-Ending Daybreak Ruins [12] P.10

**Capture Technique**

Friendship Gauge 2,240  
Agitated Friendship Gauge —  
Exp. Points 350

**Effective Poké Assists** Fighting

Attacks	Attack Method	Damage
[1] Throws rocks		2
[1] Throws boulders		3

Ambipom attacks by throwing rocks offscreen or by throwing boulders forward. The boulders fly a short distance before they fall to the ground and break. When it stops attacking, loop it quickly and fill its Friendship Gauge.

## R-092 Feraligatr

**Group** Water

**Field Move** Tackle [1]

**Poké Assist** Feraligatr impact\*1 [1] (Level 5)

Pillars of water appear surrounding Feraligatr, starting from the center and spreading outward.

**Max. Hits** 1  
**Recovery Time** 15 sec

**Primary Location**

Pre-Ending Submarine Horizontal\*2 [10] P.11  
Post-Ending Capture Machine [01] P.107

**Capture Technique**

Friendship Gauge 8,440  
Agitated Friendship Gauge 2,800  
Exp. Points 4,000

**Effective Poké Assists** Grass Electric


Attacks	Attack Method	Damage
[1] Sprays water		4
[1] Water sphere		3
[1] Rushing attack		7
[1] Shock wave		2

Feraligatr has several attacks. It charges forward, it surrounds itself with a shock wave, it shoots a sphere of water onto the ground that remains for a time, and it sprays a large amount of water. There's only a brief interval between attacks, so use those moments to loop Feraligatr bit by bit.

\*1 Assist Level is 6 when called with a Charged Sign.

\*2 Appears in an event.


## R-093 Ledyba



Group Bug

Field Move Tackle

Poké Assist Sticky sphere (Level 1)



Max. Hits 1

Recovery Time 3 sec


Throws four sticky spheres forward that spread when they hit the ground and remain for a time.

Primary Location

Pre-Ending Latolato Trail 09 P. 7

Post-Ending Latolato Trail 09 P. 7

Capture Technique



Friendship Gauge 200

Agitated Friendship Gauge


Exp. Points 22

Effective Poké Assists Fire Flying Rock

Attacks	Attack Method	Damage
	Rushing attack	3
	Rushing attack	3

Ledyba attacks with two types of rushing attacks. When "!" is displayed, it will wait briefly before rushing. When "!!" is displayed, it will rush immediately. When it stops attacking, that's your chance to loop it quickly and fill its Friendship Gauge.

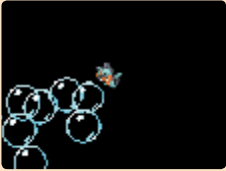
## R-096 Marstomp



Group Water

Field Move Soak

Poké Assist Scatters bubbles (Forward) (Level 2)



Max. Hits 1

Recovery Time 5 sec


Shoots eight bubbles forward that continue offscreen and disappear.

Primary Location

Pre-Ending Faldera Volcano 08 P. 14

Post-Ending Faldera Volcano 08 P. 14

Capture Technique



Friendship Gauge 2,580

Agitated Friendship Gauge 1,548


Exp. Points 750

Effective Poké Assists Grass Electric

Attacks	Attack Method	Damage
	Shoots water	4
	Water sphere	2
	Shoots water	2

Marstomp uses three kinds of attacks: two spray water forward, aiming offscreen, and the other shoots a sphere of water that stays on the ground. While the two water-spraying attacks look the same, the amount of damage they deal is different. Once it stops attacking, loop it quickly.


## R-094 Ledian



Group Bug

Field Move Crush

Poké Assist Sticky sphere (Level 2)



Max. Hits 1

Recovery Time 5 sec


Throws six sticky spheres forward that spread when they hit the ground and remain for a time.

Primary Location

Pre-Ending Canal Ruins 03 P. 16

Post-Ending Canal Ruins 03 P. 16

Capture Technique



Friendship Gauge 2,240

Agitated Friendship Gauge 1,344


Exp. Points 1,000

Effective Poké Assists Fire Flying Rock

Attacks	Attack Method	Damage
	Rushing attack	4
	Punch	4

Ledian attacks by rushing forward or by throwing six punches forward. No matter which attack it's using, it's easy to dodge by getting behind Ledian. When it stops attacking, loop it quickly until its next attack.

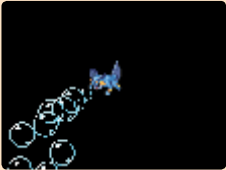
## R-097 Swampert



Group Water

Field Move Soak

Poké Assist Scatters bubbles (Forward) (Level 3)



Max. Hits 1

Recovery Time 7 sec


Shoots ten bubbles forward that continue offscreen without disappearing.

Primary Location

Pre-Ending Oblivia Ruins 14 P. 18

Post-Ending Oblivia Ruins 14 P. 18

Capture Technique



Friendship Gauge 3,066

Agitated Friendship Gauge


Exp. Points 1,600

Effective Poké Assists Grass Electric

Attacks	Attack Method	Damage
	Sprays water	4
	Water sphere	2
	Shock wave	2

Swampert attacks by spraying a large volume of water forward offscreen, by throwing a sphere of water that remains on the ground for a time, or by surrounding itself with a shock wave. It's difficult to loop Swampert while it's attacking, so wait for it to stop.


## R-095 Mudkip



Group Water

Field Move Soak

Poké Assist Scatters bubbles (Forward) (Level 1)



Max. Hits 1

Recovery Time 3 sec


Shoots six bubbles forward that disappear in the order that they appeared.

Primary Location

Pre-Ending Latolato Trail 09 P. 7

Post-Ending Latolato Trail 09 P. 7

Capture Technique



Friendship Gauge 220

Agitated Friendship Gauge


Exp. Points 22

Effective Poké Assists Grass Electric

Attacks	Attack Method	Damage
	Shoots water	2

Mudkip attacks by shooting water forward that continues offscreen. From the time it stops attacking to the beginning of the next attack is your chance to loop it. Loop quickly, and fill its Friendship Gauge.


## R-098 Bonsly



Group Rock

Field Move Tackle

Poké Assist Drops rocks (Surrounding) (Level 1)



Max. Hits 1

Recovery Time 3 sec


Bonsly drops nine rocks around itself that break upon hitting the ground.

Primary Location

Pre-Ending Mt. Latolato 10 P. 7

Post-Ending Mt. Latolato 10 P. 7

Capture Technique



Friendship Gauge 360

Agitated Friendship Gauge

Exp. Points 60

Effective Poké Assists Grass Water Fighting Ground Steel

Attacks	Attack Method	Damage
	Throws rocks	2
	Splits the ground	1

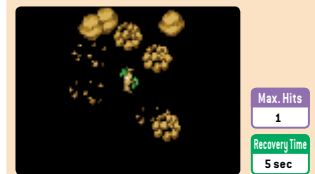
Bonsly attacks by throwing rocks forward or by making a small split in the ground just in front of itself. The thrown rocks will travel a short distance before falling to the ground and breaking. While Bonsly is attacking, dodge by moving behind its back. When it stops attacking, loop quickly until its next attack.



## R-099 Sudowoodo



Group **Rock**  
Field Move **Crush** [F]  
Poké Assist **Drops rocks** (Surrounding) [R] (Level 2)

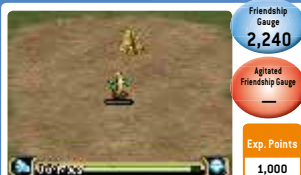


Sudowoodo drops nine rocks around itself that break upon hitting the ground.

### Primary Location

Pre-Ending Sophian Road [M] 05 P.15  
Post-Ending Sophian Road [M] 05 P.15

### Capture Technique



Effective **Grass** **Water** **Fighting**  
Poké Assists **Ground** **Steel**

Attacks	Attack Method	Damage
[R]	Throws rocks	4
[R]	Splits the ground	2
[R]	Drops rocks	4

Sudowoodo attacks by throwing rocks forward, making a small split in the ground far away from itself, or by dropping eight rocks on the ground. When Sudowoodo drops rocks on the screen, lift your stylus off the screen to avoid damage. When it stops attacking, loop it quickly.

## R-102 Hitmonchan



Group **Fighting**  
Field Move **Crush** [F]  
Poké Assist **Shock wave** (Surrounding) [R] (Level 3)



Hitmonchan surrounds itself with a large shock wave.

### Primary Location

Pre-Ending Wireless Tower [M] 06 P.8  
Post-Ending Wireless Tower [M] 06 P.8

### Capture Technique



Effective **Flying** **Psychic**  
Poké Assists

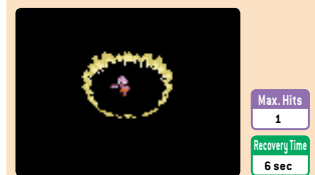
Attacks	Attack Method	Damage
[R]	Punch	3
[R]	Punch	2

Hitmonchan attacks by quickly punching forward or by throwing six punches forward. When it attacks, dodge by positioning yourself behind Hitmonchan. Once it stops attacking, quickly loop it to capture.

## R-100 Tyrogue



Group **Fighting**  
Field Move **Crush** [F]  
Poké Assist **Shock wave** (Surrounding) [R] (Level 1)

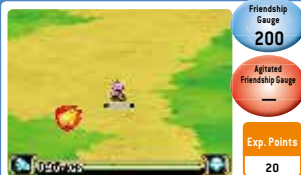


Tyrogue sends out a shock wave that surrounds itself.

### Primary Location

Pre-Ending Mt. Latolato [M] 10 P.7  
Post-Ending Mt. Latolato [M] 10 P.7

### Capture Technique



Effective **Flying** **Psychic**  
Poké Assists

Attacks	Attack Method	Damage
[R]	Punch	2

Tyrogue attacks by throwing a punch forward. If you try to loop it while it is attacking, you will likely take damage. Wait for Tyrogue to stop attacking and loop as quickly as you can to fill the Friendship Gauge before Tyrogue's next attack.

## R-103 Hitmontop



Group **Fighting**  
Field Move **Crush** [F]  
Poké Assist **Shock wave** (Surrounding)\* [R] (Level 2)



Hitmontop surrounds itself with a shock wave.

### Primary Location

Pre-Ending Mt. Sorbet [M] 06 P.17  
Post-Ending Mt. Sorbet [M] 06 P.17

### Capture Technique



Effective **Flying** **Psychic**  
Poké Assists

Attacks	Attack Method	Damage
[R]	Shock wave	4
[R]	Kick	2

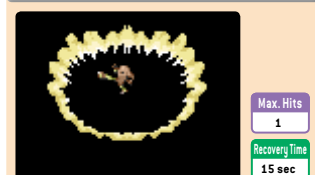
Hitmontop attacks by surrounding itself with a shock wave or by kicking forward. Hitmontop will spin before it kicks, so it's difficult to tell which direction the kick will go in. To avoid damage, lift your stylus off the screen when Hitmontop is attacking.

\*Assist Level is 3 when called with a Ranger Sign and 4 when called with a Charged Sign.

## R-101 Hitmonlee



Group **Fighting**  
Field Move **Crush** [F]  
Poké Assist **Shock wave** (Surrounding) [R] (Level 4)

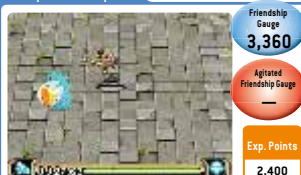


Hitmonlee surrounds itself with a large shock wave.

### Primary Location

Pre-Ending Sky Fortress [M] 03 P.21  
Post-Ending Sky Fortress [M] 13 P.22

### Capture Technique



Effective **Flying** **Psychic**  
Poké Assists

Attacks	Attack Method	Damage
[R]	Kick	5
[R]	Splits the ground	3
[R]	Shock wave	3

Hitmonlee attacks by kicking forward, splitting the ground aiming offscreen, or surrounding itself with a shock wave. The interval between attacks is small, so as soon as it stops attacking, loop it little by little.

## R-104 Wobbuffet



Group **Psychic**  
Field Move **Teleport** [F]  
Poké Assist **Strange rings** (Stopped) [R] (Level 1)



Attacks with a series of strange rings that cause Stopped status when they hit.

### Primary Location

Pre-Ending Mt. Latolato [M] 15 P.7  
Post-Ending Mt. Latolato [M] 15 P.7

### Capture Technique



Effective **Bug** **Ghost** **Dark**  
Poké Assists

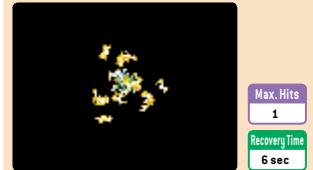
Attacks	Attack Method	Damage
[R]	Shock wave	3
[R]	Shock wave	3

Wobbuffet attacks by surrounding itself with a shock wave. When "I" is displayed, it will wait a moment before attacking, and when "!!" is displayed, it will attack immediately. No matter the attack, don't try to loop it—just dodge. When it's done attacking, loop it quickly.

## R-105 Electrike



Group **Electric**  
Field Move **Electrify** [1]  
Poké Assist **Electrical discharge** (Stopped) [Level 1]



Sends out small bolts of electricity in a triangular pattern from its body that cause Stopped status when touched.

Primary Location  
Pre-Ending Mt. Latolato [11] P. 7  
Post-Ending Mt. Latolato [11] P. 7

Capture Technique

Friendship Gauge **290**  
Agitated Friendship Gauge  
Exp. Points **60**

Effective Poké Assists

Attacks	Attack Method	Damage
[1]	Scatters electricity	1

Effective Poké Assists

Attacks	Attack Method	Damage
[1]	Scatters electricity	1

Electrike attacks by scattering three bolts of electricity in two waves. Once it attacks, it will not attack again for a while. That's your chance to loop it. Electrike moves slowly, so loop quickly and fill its Friendship Gauge.

## R-108 Gliscor



Group **Ground**  
Field Move **Cut** [L]  
Poké Assist **Ground split** (Forward) [Level 5]



Splits the ground in front of itself in three cracks that split and spread out.

Primary Location  
Pre-Ending Laguda Island [08] P. 20  
Post-Ending Laguda Island [08] P. 20

Capture Technique

Friendship Gauge **3,611**  
Agitated Friendship Gauge **2,166**  
Exp. Points **2,400**

Effective Poké Assists

Attacks	Attack Method	Damage
[1]	Scatters tornadoes	5
[2]	Sand spheres	3
[3]	Shoots tornadoes	5

Effective Poké Assists

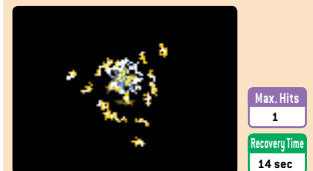
Attacks	Attack Method	Damage
[1]	Scatters tornadoes	5
[2]	Sand spheres	3
[3]	Shoots tornadoes	5

Gliscor attacks by scattering three tornadoes forward, by throwing a sphere of sand that remains on the ground for a time, or by surrounding itself with five tornadoes. Wait until it stops attacking, and then loop it quickly, being careful not to touch the sand left on the ground.

## R-106 Manetric



Group **Electric**  
Field Move **Electrify** [1]  
Poké Assist **Electrical discharge** (Stopped) [Level 3]



Sends out small bolts of electricity in a triangular pattern from its body that cause Stopped status when touched.

Primary Location  
Pre-Ending Laguda Island [05] P. 20  
Post-Ending Laguda Island [05] P. 20

Capture Technique

Friendship Gauge **1,452**  
Agitated Friendship Gauge **871**  
Exp. Points **2,400**

Effective Poké Assists

Attacks	Attack Method	Damage
[1]	Shock wave	4
[2]	Electric sphere	2
[3]	Lightning strikes	2

Effective Poké Assists

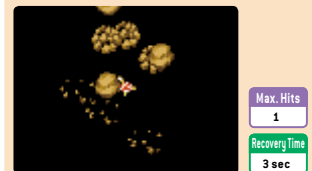
Attacks	Attack Method	Damage
[1]	Shock wave	4
[2]	Electric sphere	2
[3]	Lightning strikes	2

Manetric attacks by sending out an electrical discharge from its body, by throwing a sphere of electricity onto the ground, or by striking the ground with blue lightning. When the lightning strikes, it's best to lift your stylus off the screen to dodge the attack. When it stops attacking, that's your chance to loop it quickly.

## R-109 Shuckle



Group **Rock**  
Field Move **Crush** [1]  
Poké Assist **Drops rocks** (Surrounding) [Level 3]



Shuckle drops nine rocks around itself that break when they hit the ground.

Primary Location  
Pre-Ending Wireless Tower [01] P. 8  
Post-Ending Wireless Tower [01] P. 8

Capture Technique

Friendship Gauge **320**  
Agitated Friendship Gauge  
Exp. Points **22**

Effective Poké Assists

Attacks	Attack Method	Damage
[1]	Poison sphere	2

Effective Poké Assists

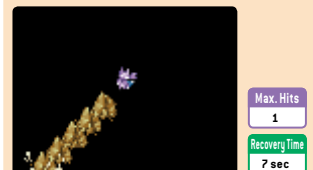
Attacks	Attack Method	Damage
[1]	Poison sphere	2

Shuckle attacks by throwing a sphere of poison that stays on the ground for a time. It does not attack frequently. Loop Shuckle, being careful not to touch the poison on the ground.

## R-107 Gligar



Group **Ground**  
Field Move **Cut** [F]  
Poké Assist **Ground split** (Forward) [Level 3]



Splits the ground in front of itself, heading straight off the screen.

Primary Location  
Pre-Ending Wireless Tower [02] P. 8  
Post-Ending Wireless Tower [02] P. 8

Capture Technique

Friendship Gauge **450**  
Agitated Friendship Gauge **270**  
Exp. Points **60**

Effective Poké Assists

Attacks	Attack Method	Damage
[1]	Cutting attack	3
[2]	Rushing attack	2

Effective Poké Assists

Attacks	Attack Method	Damage
[1]	Cutting attack	3
[2]	Rushing attack	2

Gligar attacks with a scratching and cutting attack or with a rushing attack. It moves around quickly, so it's easy for your Capture Line to get cut. Once Gligar stops attacking, chase after it and loop it quickly.

## R-110 Magnemite



Group **Electric**  
Field Move **Recharge** [F]  
Poké Assist **Recharge** [Level 3]



It will perform a Capture Styler Energy Recharge Level 3, five times.

Primary Location  
Pre-Ending Wireless Tower [01] P. 8  
Post-Ending Wireless Tower [01] P. 8

Capture Technique

Friendship Gauge **400**  
Agitated Friendship Gauge  
Exp. Points **60**

Effective Poké Assists

Attacks	Attack Method	Damage
[1]	Scatters electricity	3
[2]	Scatters electricity	3

Effective Poké Assists

Attacks	Attack Method	Damage
[1]	Scatters electricity	3
[2]	Scatters electricity	3

Magnemite uses two types of attacks that involve scattering electricity in all different directions. When "I" is displayed, it will attack with two waves of three bolts each, and when "II" is displayed, it will attack with three waves of three bolts each. Since you don't know which direction the electricity will go in, wait until it stops attacking before trying to loop it.



## R-111 Magneton

**Group** Electric

**Field Move** Recharge [E] [L4]

**Poké Assist** Recharge [E] (Level 4)

**Max. Hits** 5

**Recovery Time** 18 sec

It will perform a Capture Styler Energy Recharge Level 4, five times.

**Primary Location**

Pre-Ending Oblivia Ruins [P] 02 P.18

Post-Ending Oblivia Ruins [P] 02 P.18

**Capture Technique**

Friendship Gauge 3,066

Agitated Friendship Gauge —

Exp. Points 1,600

**Effective Poké Assists**

**Attacks**

Attack Method	Damage
Scatters electricity	4
Electric sphere	2
Electric sphere	2
Electric sphere	2

Magneton attacks by surrounding itself with two waves of electric bolts that go in eight directions, or by throwing a sphere of electricity that remains on the ground for a while. Loop Magneton quickly, being careful not to touch the electric sphere.

## R-114 Electrode

**Group** Electric

**Field Move** Electrify [E] [L4]

**Poké Assist** Explosion [E] (Level 4)

**Max. Hits** 1

**Recovery Time** 7 sec

Explodes six times in succession. The explosions spread out from Electrode.

**Primary Location**

Pre-Ending Layuda Island [P] 09 P.20

Post-Ending Layuda Island [P] 09 P.20

**Capture Technique**

Friendship Gauge 2,041

Agitated Friendship Gauge 1,224

Exp. Points 2,400

**Effective Poké Assists**

**Attacks**

Attack Method	Damage
Electrical discharge	5
Explodes	3
Explodes	3

Electrode attacks with an electrical discharge from its body or with two different types of exploding attacks. When "!!" is displayed, it will wait a moment before exploding four times, and when "!!!" is displayed, it will immediately explode four times. When Electrode stops attacking, chase after it and loop it quickly.

## R-112 Magnezone

**Group** Electric

**Field Move** Electrify [E] [L4]

**Poké Assist** —

**Cannot accompany you**

**Primary Location**

Pre-Ending Layuda Island\* [P] 11 P.20

Post-Ending Capture Machine [P] 02 P.107

**Capture Technique**

Friendship Gauge 3,611

Agitated Friendship Gauge 2,166

Exp. Points 2,400

**Effective Poké Assists**

**Attacks**

Attack Method	Damage
Electrical discharge	5
Electric sphere	3
Electrical barrier	3

Magnezone attacks by sending an electrical discharge from its body, by throwing spheres of electricity to the ground, or by surrounding its body in a rotating barrier of electricity. If you try to loop Magnezone while it is surrounded by this electrical barrier, there's a good chance you'll take damage. Wait for the barrier to disappear, and then loop quickly.

## R-115 Elekid

**Group** Electric

**Field Move** Electrify [E] [L4]

**Poké Assist** Electrical discharge (Stopped) [E] (Level 1)

**Max. Hits** 1

**Recovery Time** 6 sec

Sends out small bolts of electricity in a triangular pattern from its body that cause Stopped status when touched.

**Primary Location**

Pre-Ending Wireless Tower [P] 03 P.8

Post-Ending Wireless Tower [P] 03 P.8

**Capture Technique**

Friendship Gauge 140

Agitated Friendship Gauge —

Exp. Points 12

**Effective Poké Assists**

**Attacks**

Attack Method	Damage
Electrical discharge	2
Electric sphere	2

Elekid attacks by sending out an electrical discharge from its body or by throwing a sphere of electricity that remains on the ground for a time. Dodge by staying to the corners of the screen. When Elekid stops attacking, loop it quickly, being cautious not to touch the electrical sphere on the ground.

## R-113 Voltorb

**Group** Electric

**Field Move** Electrify [E] [L4]

**Poké Assist** Explosion [E] (Level 3)

**Max. Hits** 1

**Recovery Time** 5 sec

Explodes three times in succession. The explosions spread out from Voltorb.

**Primary Location**

Pre-Ending Wireless Tower [P] 03 P.8

Post-Ending Wireless Tower [P] 03 P.8

**Capture Technique**

Friendship Gauge 380

Agitated Friendship Gauge 228

Exp. Points 60

**Effective Poké Assists**

**Attacks**

Attack Method	Damage
Explodes	3
Explodes	3

Voltorb attacks with two types of exploding attacks. When "!" is displayed, it will wait a moment before exploding four times, and when "!!" is displayed, it will immediately explode four times. No matter which attack it uses, it's best to dodge, rather than trying to loop. When it stops attacking, loop it quickly.

## R-116 Electabuzz

**Group** Electric

**Field Move** Electrify [E] [L4]

**Poké Assist** Electrical discharge (Stopped) [E] (Level 3)

**Max. Hits** 1

**Recovery Time** 14 sec

Sends out small bolts of electricity in a triangular pattern from its body that cause Stopped status when touched.

**Primary Location**

Pre-Ending Layuda Island [P] 05 P.20

Post-Ending Layuda Island [P] 05 P.20

**Capture Technique**

Friendship Gauge 3,611

Agitated Friendship Gauge 2,166

Exp. Points 2,400

**Effective Poké Assists**

**Attacks**

Attack Method	Damage
Scatters electricity	4
Electrical discharge	3
Electrical discharge	3

Electabuzz attacks with three bolts of electricity it shoots forward or with an electrical discharge from its body. Once it stops attacking, loop quickly before it attacks again.

\*Appears in a battle with the Steelhead.

## R-117 Electivire



Group **Electric**  
Field Move **Electrify**  
Poké Assist **Electrical discharge** (Stopped) [Level 5]



Max. Hits  
1  
Recovery Time  
20 sec

Sends out small bolts of electricity in a triangular pattern from its body that cause Stopped status when touched.

### Primary Location

Pre-Ending Laguda Island Ⓢ 07 P. 20  
Post-Ending Laguda Island Ⓢ 07 P. 20

### Capture Technique



Friendship Gauge  
4,082  
Agitated Friendship Gauge  
2,449  
Exp. Points  
2,400

Effective Poké Assists

Attacks	Attack Method	Damage
	Scatters electricity	5
	Lightning strikes	5
	Electrical barrier	3

Electivire attacks by shooting electricity around itself in eight directions in two waves, by sending out lightning strikes, or by surrounding itself with a rotating barrier of electricity. Wait for the barrier to disappear, and loop bit by bit before its next attack.

## R-120 Aron



Group **Steel**  
Field Move **Tackle**  
Poké Assist **Steel spheres\*** [Level 1]



Max. Hits  
27  
Recovery Time  
3 sec

Throws a steel sphere forward that moves slowly offscreen.

### Primary Location

Pre-Ending Wireless Tower Ⓢ 04 P. 8  
Post-Ending Wireless Tower Ⓢ 04 P. 8

### Capture Technique



Friendship Gauge  
360  
Agitated Friendship Gauge  
—  
Exp. Points  
60

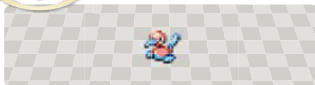
Effective Poké Assists

Attacks	Attack Method	Damage
	Rushing attack	3
	Splits the ground	2

Aron uses a forward rushing attack, or it attacks by creating a small split in the ground in front of it. When it's attacking, get behind it to dodge. Wait for it to stop attacking, and loop quickly before its next attack.

\*Assist Level is 2 when called with a Ranger Sign and 3 when called with a Charged Sign.

## R-118 Porygon2



Group **Normal**  
Field Move **Crush**  
Poké Assist **Shoots a shock wave** [Level 3]



Max. Hits  
3  
Recovery Time  
7 sec

Sends a large shock wave forward that continues offscreen.

### Primary Location

Pre-Ending Wireless Tower Ⓢ 03 P. 8  
Post-Ending Wireless Tower Ⓢ 03 P. 8

### Capture Technique



Friendship Gauge  
380  
Agitated Friendship Gauge  
—  
Exp. Points  
60

Effective Poké Assists

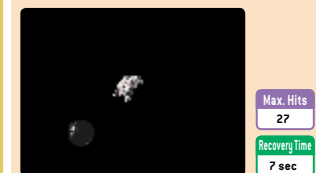
Attacks	Attack Method	Damage
	Scatter electricity	3
	Strange orbs	2

Porygon2 attacks by scattering three bolts of electricity forward or by throwing a strange orb that remains on the ground for a time. It moves around by warping across the screen, so your only chance to loop it is from the moment it appears on the screen until it attacks.

## R-121 Lairon



Group **Steel**  
Field Move **Tackle**  
Poké Assist **Steel spheres** [Level 3]



Max. Hits  
27  
Recovery Time  
7 sec

Throws a steel sphere forward that moves slowly offscreen.

### Primary Location

Pre-Ending Wireless Tower Ⓢ 04 P. 8  
Post-Ending Wireless Tower Ⓢ 05 P. 8

### Capture Technique



Friendship Gauge  
400  
Agitated Friendship Gauge  
240  
Exp. Points  
60

Effective Poké Assists

Attacks	Attack Method	Damage
	Scatters steel spheres	3
	Splits the ground	2

Lairon attacks by scattering steel spheres forward, aiming offscreen, or by splitting the ground, aiming offscreen. When it's attacking, dodge by getting behind it. When Lairon stops attacking, loop it quickly to fill its Friendship Gauge.

## R-119 Porygon-Z



Group **Normal**  
Field Move **Crush**  
Poké Assist **Shoots a shock wave** [Level 4]



Max. Hits  
4  
Recovery Time  
10 sec

Shoots a large shock wave forward that continues offscreen.

### Primary Location

Pre-Ending Sky Fortress Ⓢ 13 P. 22  
Post-Ending Sky Fortress Ⓢ 13 P. 22

### Capture Technique



Friendship Gauge  
3,360  
Agitated Friendship Gauge  
2,016  
Exp. Points  
2,400

Effective Poké Assists

Attacks	Attack Method	Damage
	Electrical discharge	5
	Strange spheres	3
	Scatters strange spheres	3
	Light beam	2

Porygon-Z attacks by emitting an electrical discharge from its body, dropping four strange spheres that remain on the ground for a time, scattering strange spheres across the entire screen, or emitting a beam of light straight forward, aiming offscreen. When it briefly stops attacking, loop it little by little.

## R-122 Aggron



Group **Steel**  
Field Move **Tackle**  
Poké Assist **Steel spheres** [Level 5]



Max. Hits  
27  
Recovery Time  
15 sec

Throws three large steel spheres forward that spread out and continue offscreen.

### Primary Location

Pre-Ending Sky Fortress\* Ⓢ 07 P. 21  
Post-Ending Sky Fortress Ⓢ 21 P. 22

### Capture Technique



Friendship Gauge  
3,504  
Agitated Friendship Gauge  
2,102  
Exp. Points  
2,400

Effective Poké Assists

Attacks	Attack Method	Damage
	Poking attack (Big)	6
	Splits the ground	3
	Drops rocks	6

Aggron attacks by sending out a huge poking attack from the top of its head, by splitting the ground in an "X" pattern, or by dropping eight rocks to the ground. While it's attacking, lift your stylus off the screen to dodge. When it stops attacking, that's your chance to loop it quickly.

\*Appears in a battle with the Steelhead.



## R-123 Shinx

**Group** Electric

**Field Move** Electrify [1]

**Poké Assist** Lightning strikes [Level 1]

Max. Hits: 1  
Recovery Time: 6 sec

Strikes the ground with three bolts of lightning in front of itself in one direction, starting closest to its body.

**Primary Location**

Pre-Ending Wireless Tower [04] P. 8  
Post-Ending Wireless Tower [04] P. 8

**Capture Technique**

Friendship Gauge: 380  
Agitated Friendship Gauge: —  
Exp. Points: 60

Effective Poké Assists: Ground

Attacks	Attack Method	Damage
[1] Scatters electricity	3	
[1] Scatters electricity	2	

Shinx attacks by scattering four bolts of electricity forward or by scattering three bolts of electricity in two waves around itself. When "!" is displayed, dodge by getting behind Shinx, and when "!!" is displayed, dodge by lifting your stylus off the screen. When it stops attacking, loop it quickly.

## R-126 Raikou

**Group** Electric

**Field Move** —

**Poké Assist** —

Cannot accompany you

**Primary Location**

Pre-Ending Wireless Tower\* [07] P. 8  
Post-Ending Capture Machine [03] P. 107

**Capture Technique**

Friendship Gauge: 2,500  
Agitated Friendship Gauge: 500  
Exp. Points: 900

Effective Poké Assists: Ground

Attacks	Attack Method	Damage
[1] Electrical discharge	3	
[1] Scatters electricity	3	
[1] Lightning strikes (Big)	6	
[1] Electrical barrier	1	

Raikou attacks by surrounding itself with an electrical barrier and by scattering electricity forward in consecutive blasts. After it is calmed, the barrier will disappear, and it attacks by creating an electrical discharge from its body, or by striking the ground with large lightning bolts. When it stops attacking, loop it quickly.

\*Appears in an event.

## R-124 Luxio

**Group** Electric

**Field Move** Electrify [1]

**Poké Assist** Lightning strikes [Level 2]

Max. Hits: 1  
Recovery Time: 8 sec

Strikes the ground with five bolts of lightning in front of itself, starting closest to its body.

**Primary Location**

Pre-Ending Wireless Tower [02] P. 8  
Post-Ending Wireless Tower [02] P. 8

**Capture Technique**

Friendship Gauge: 756  
Agitated Friendship Gauge: 453  
Exp. Points: 122

Effective Poké Assists: Ground

Attacks	Attack Method	Damage
[1] Scatters electricity	3	
[1] Electrical discharge	2	

Luxio attacks by shooting two waves of electricity in eight directions or by releasing an electrical discharge from its body. Lift the stylus off the screen and wait for your chance when Luxio stops attacking, then loop it quickly to fill its Friendship Gauge.

## R-127 Oddish

**Group** Grass

**Field Move** Cut [1]

**Poké Assist** Ivy pillar [Level 1]

Max. Hits: 3  
Recovery Time: 3 sec

Six ivy pillars grow around it and stay on the screen for a period of time.

**Primary Location**

Pre-Ending Hinder Cape [12] P. 7  
Post-Ending Hinder Cape [12] P. 7

**Capture Technique**

Friendship Gauge: 300  
Agitated Friendship Gauge: —  
Exp. Points: 60

Effective Poké Assists: Poison, Fire, Ice, Flying, Bug

Attacks	Attack Method	Damage
[1] Scatters leaves	2	

Oddish attacks by scattering a leaf forward. After attacking, it will move around slowly for a time. When it stops attacking, loop it quickly to fill its Friendship Gauge and capture it.

## R-125 Luxray

**Group** Electric

**Field Move** Electric [1]

**Poké Assist** Lightning strikes [Level 5]

Max. Hits: 1  
Recovery Time: 20 sec

Luxray attacks with eight large lightning strikes around itself in succession. The impact spreads out.

**Primary Location**

Pre-Ending Laguda Island\* [11] P. 20  
Post-Ending Laguda Island [01] P. 20

**Capture Technique**

Friendship Gauge: 3,611  
Agitated Friendship Gauge: 2,166  
Exp. Points: 2,400

Effective Poké Assists: Ground

Attacks	Attack Method	Damage
[1] Electrical discharge	5	
[1] Lightning strikes	3	
[1] Electrical barrier	3	

Luxray attacks by sending out an electrical discharge from its body, by dropping blue lightning around the screen, or by surrounding itself with a spinning barrier of electrical spheres. Looping while it's surrounded by a barrier is a good way to take damage. Wait for it to disappear, and then loop it bit by bit.

## R-128 Gloom

**Group** Grass

**Field Move** Cut [1]

**Poké Assist** Ivy pillar [Level 2]

Max. Hits: 3  
Recovery Time: 5 sec

Ten ivy pillars grow around it, quickly disappearing in the order they appeared.

**Primary Location**

Pre-Ending Old Mansion [03] P. 10  
Post-Ending Old Mansion [03] P. 10

**Capture Technique**

Friendship Gauge: 640  
Agitated Friendship Gauge: —  
Exp. Points: 122

Effective Poké Assists: Poison, Fire, Ice, Flying, Bug

Attacks	Attack Method	Damage
[1] Scatters pollen	3	
[1] Grows ivy	2	

Gloom attacks by scattering pollen around itself or by growing three pillars of ivy that remain on the ground for a time. Since you never know where the ivy will spring forth, it's best to lift your stylus from the screen to dodge. Loop quickly, being careful not to touch the ivy.

\*Appears in a battle with the Steelhead.

## R-129 Vileplume

**Group** Grass

**Field Move** Cut

**Poké Assist** Ivy pillar (Level 4)

**Max. Hits** 3

**Recovery Time** 10 sec

Sixteen ivy pillars grow around it, quickly disappearing in the order they appeared.

**Primary Location**

Pre-Ending Canal Ruins (03) P. 16

Post-Ending Canal Ruins (03) P. 16

**Capture Technique**

Friendship Gauge 1,620

Agitated Friendship Gauge

Exp. Points 1,000

**Effective Poké Assists** Poison Fire Ice Flying Bug

Attacks	Attack Method	Damage
Scatters pollen		4
Seeds that grow ivy		2

Vileplume attacks by scattering pollen surrounding itself or by throwing a seed that sprouts ivy to the ground. The ivy will stay on the ground, so be careful not to touch it while looping. Once it stops attacking, loop it quickly before its next attack.

## R-132 Cherrim

**Group** Grass

**Field Move** Cut

**Poké Assist** Leaf blades (Level 2)

**Max. Hits** 3

**Recovery Time** 3 sec

Surrounds itself with six leaf blades that rotate around it for a short time.

**Primary Location**

Pre-Ending Latolato Trail (17) P. 7

Post-Ending Latolato Trail (17) P. 7

**Capture Technique**

Friendship Gauge 2,193

Agitated Friendship Gauge

Exp. Points 1,000

**Effective Poké Assists** Poison Fire Ice Flying Bug

Attacks	Attack Method	Damage
Scatters leaves		2
Seeds that grow ivy		1
Seeds that grow ivy		1

Cherrim attacks by scattering three leaves forward or by throwing a seed on the ground that sprouts into ivy. When it stops attacking, loop it quickly.

## R-130 Bellossom

**Group** Grass

**Field Move** Cut

**Poké Assist** Ivy pillars (Level 4)

**Max. Hits** 3

**Recovery Time** 10 sec

Sixteen ivy pillars grow around it, quickly disappearing in the order they appeared.

**Primary Location**

Pre-Ending Latolato Trail (17) P. 7

Post-Ending Latolato Trail (17) P. 7

**Capture Technique**

Friendship Gauge 2,240

Agitated Friendship Gauge

Exp. Points 1,000

**Effective Poké Assists** Poison Fire Ice Flying Bug

Attacks	Attack Method	Damage
Leaf barrier		3
Seeds that grow ivy		3
Seeds that grow ivy		3

Bellossom attacks by surrounding itself with a spinning barrier of four leaves, or strikes with two types of attacks that involve throwing an ivy-sprouting seed to the ground. When "!!" is displayed, it will wait briefly before attacking, and when "!!!" is displayed, it will attack immediately. Loop it quickly when it stops attacking.

## R-133 Ralts

**Group** Psychic

**Field Move** Psy Power

**Poké Assist** Strange spheres (Paused) (Level 2)

**Max. Hits** 4

**Recovery Time** 8 sec

Scatters five strange spheres forward that spread out and continue offscreen. Touching them causes Paused status.

**Primary Location**

Pre-Ending Hinder Cape (12) P. 7

Post-Ending Hinder Cape (12) P. 7

**Capture Technique**

Friendship Gauge 240

Agitated Friendship Gauge

Exp. Points 45

**Effective Poké Assists** Bug Ghost Dark

Attacks	Attack Method	Damage
Scatters strange spheres		2

Ralts attacks by throwing a strange sphere forward, aiming offscreen. It moves around by warping, disappearing and reappearing onscreen, so the moment that it appears, loop it until it attacks. Loop quickly to capture.

## R-131 Cherubi

**Group** Grass

**Field Move** Cut

**Poké Assist** Leaf blades (Level 2)

**Max. Hits** 3

**Recovery Time** 3 sec

Surrounds itself with six leaf blades that rotate around it for a short time.

**Primary Location**

Pre-Ending Hinder Cape (12) P. 7

Post-Ending Hinder Cape (12) P. 7

**Capture Technique**

Friendship Gauge 300

Agitated Friendship Gauge

Exp. Points 45

**Effective Poké Assists** Poison Fire Ice Flying Bug

Attacks	Attack Method	Damage
Seeds that grow ivy		2

Cherubi attacks by throwing a seed to the ground that sprouts into ivy. Your chance to loop it is the span of time between attacks. Loop it quickly to raise its Friendship Gauge, being careful to avoid touching the ivy.

## R-134 Kirlia

**Group** Psychic

**Field Move** Psy Power

**Poké Assist** Strange spheres (Paused) (Level 3)

**Max. Hits** 4

**Recovery Time** 3 sec

Scatters three strange spheres forward in two waves that cause Paused status when touched.

**Primary Location**

Pre-Ending Daybreak Ruins (03) P. 10

Post-Ending Daybreak Ruins (03) P. 10

**Capture Technique**

Friendship Gauge 936

Agitated Friendship Gauge

Exp. Points 350

**Effective Poké Assists** Bug Ghost Dark

Attacks	Attack Method	Damage
Scatters strange spheres		3
Strange spheres		2

Kirlia attacks by scattering three strange spheres forward or by throwing three strange spheres that remain on the ground for a time. It moves by warping, so as soon as it appears, loop it quickly until its next attack.



## R-135 Gardevoir

**Group** Psychic

**Field Move** Psy Power

**Poké Assist** Strange spheres (Paused) [Level 4]

Max. Hits: 4  
Recovery Time: 15 sec

Scatters five strange spheres forward in two waves that cause Paused status when touched.

**Primary Location**

Pre-Ending Sky Fortress 07 P. 21  
Post-Ending Sky Fortress 16 P. 22

**Capture Technique**

Friendship Gauge: 3,864  
Agitated Friendship Gauge: —  
Exp. Points: 2,400

Effective Poké Assists: Bug, Ghost, Dark

Attacks	Attack Method	Damage
I	Scatters strange spheres	5
II	Strange spheres	3
III	Willpower barrier	3
IV	Scatters strange spheres	2

Max. Hits: 1  
Recovery Time: 5 sec

Gardevoir attacks by scattering five strange spheres forward in two waves, by dropping three strange spheres that remain on the ground for a time, by surrounding itself with a barrier of strange spheres, or by scattering strange spheres across the screen. Keep an eye out for your chance to loop it.

## R-138 Bibarel

**Group** Water

**Field Move** Soak

**Poké Assist** Scatters bubbles (Forward) [Level 2]

Max. Hits: 1  
Recovery Time: 5 sec

Scatters eight bubbles forward that continue to the edge of the screen and disappear.

**Primary Location**

Pre-Ending Daybreak Ruins 08 P. 10  
Post-Ending Daybreak Ruins 08 P. 10

**Capture Technique**

Friendship Gauge: 1,092  
Agitated Friendship Gauge: —  
Exp. Points: 350

Effective Poké Assists: Grass, Electric

Attacks	Attack Method	Damage
I	Scatters water	3
II	Watersphere	2

Max. Hits: 1  
Recovery Time: 5 sec

Bibarel attacks by throwing water forward or by throwing a sphere of water that remains on the ground for a time. When it stops attacking, loop it quickly to fill its Friendship Gauge, being careful not to touch the water.

## R-136 Gallade

**Group** Fighting

**Field Move** Cut

**Poké Assist** Shock wave (Surrounding) [Level 4]

Max. Hits: 1  
Recovery Time: 15 sec

Gallade surrounds itself with a large shock wave.

**Primary Location**

Pre-Ending Sky Fortress 18 P. 22  
Post-Ending Sky Fortress 16 P. 22

**Capture Technique**

Friendship Gauge: 3,864  
Agitated Friendship Gauge: 2,318  
Exp. Points: 2,400

Effective Poké Assists: Flying, Psychic

Attacks	Attack Method	Damage
I	Cutting attack (Big)	5
II	Cutting attack (Big)	5
III	Shock wave	5

Max. Hits: 3  
Recovery Time: 5 sec

Gallade attacks with a large scratching and cutting attack, or by surrounding itself with a shock wave. When "I" is displayed, Gallade will use its cutting attack immediately, and when "III" is displayed, it will wait briefly before attacking. Wait until it stops attacking and then loop quickly.

## R-139 Turtwig

**Group** Grass

**Field Move** Tackle

**Poké Assist** Ivy pillar [Level 2]

Max. Hits: 3  
Recovery Time: 5 sec

Ten ivy pillars sprout around Turtwig and disappear shortly in the order they appeared.

**Primary Location**

Pre-Ending Hinder Cape 12 P. 7  
Post-Ending Hinder Cape 12 P. 7

**Capture Technique**

Friendship Gauge: 300  
Agitated Friendship Gauge: —  
Exp. Points: 45

Effective Poké Assists: Poison, Fire, Ice, Flying, Bug

Attacks	Attack Method	Damage
I	Throws leaves	2

Max. Hits: 1  
Recovery Time: 5 sec

Turtwig attacks by throwing a leaf forward. The time between attacks is fairly long, so that's your chance to loop Turtwig quickly and fill its Friendship Gauge.

## R-137 Bidoof

**Group** Normal

**Field Move** Crush

**Poké Assist** Shoots a shock wave\* [Level 4]

Max. Hits: 2  
Recovery Time: 5 sec

Throws a large shock wave that continues forward and quickly disappears.

**Primary Location**

Pre-Ending Hinder Cape 13 P. 7  
Post-Ending Hinder Cape 13 P. 7

**Capture Technique**

Friendship Gauge: 350  
Agitated Friendship Gauge: —  
Exp. Points: 40

Effective Poké Assists: Fighting

Attacks	Attack Method	Damage
I	Shoots a shock wave	3
II	Shoots a shock wave	3

Max. Hits: 3  
Recovery Time: 7 sec

Bidoof uses two types of shock wave attacks forward. When "I" is displayed, it will wait briefly before attacking, and when "II" is displayed, it will attack immediately. When it stops attacking, loop it quickly before its next attack.

## R-140 Grotle

**Group** Grass

**Field Move** Tackle

**Poké Assist** Ivy pillar [Level 3]

Max. Hits: 3  
Recovery Time: 7 sec

Ten ivy pillars sprout around Grotle and stay onscreen for a time.

**Primary Location**

Pre-Ending Canal Ruins 01 P. 16  
Post-Ending Canal Ruins 01 P. 16

**Capture Technique**

Friendship Gauge: 2,580  
Agitated Friendship Gauge: —  
Exp. Points: 1,000

Effective Poké Assists: Poison, Fire, Ice, Flying, Bug

Attacks	Attack Method	Damage
I	Scatters leaves	4
II	Grows ivy	2

Max. Hits: 3  
Recovery Time: 7 sec

Grotle attacks by scattering three leaves forward or by growing three pillars of ivy that remain on the ground for a time. As you don't know where the ivy will sprout, it's easiest to dodge by lifting your stylus off the screen. Loop quickly, being careful not to touch the ivy.

\*Assist Level is 3 when called with a Ranger Sign and 4 when called with a Charged Sign.

## R-141 Torterra



Group **Grass**  
Field Move **Tackle**  
Poké Assist **—**

Cannot accompany you

### Primary Location

Pre-Ending Oblivia Ruins\* ⓪ 13 P. 18  
Post-Ending Capture Machine ⓪ 02 P. 107

### Capture Technique



Friendship Gauge  
4,368  
Agitated Friendship Gauge  
—  
Exp. Points  
2,400

Effective **Poison** **Fire** **Ice**  
Poké Assists **Flying** **Bug**

Attacks	Attack Method	Damage
	Scatters leaves	5
	Grows ivy	3
	Grows ivy	3

Torterra attacks by scattering a large quantity of leaves forward, by growing 12 ivy pillars around the screen, or by surrounding itself with eight ivy pillars. The ivy will not stay on the screen for long. Wait for it to stop attacking, and then loop it quickly.

## R-144 Sceptile



Group **Grass**  
Field Move **Cut**  
Poké Assist **Leaf blades** [Level 4]



Surrounds itself with six leaf blades that spin very quickly for a time.

### Primary Location

Pre-Ending Oblivia Ruins ⓪ 17 P. 18  
Post-Ending Oblivia Ruins ⓪ 17 P. 18

### Capture Technique



Friendship Gauge  
4,368  
Agitated Friendship Gauge  
2,620  
Exp. Points  
2,400

Effective **Poison** **Fire** **Ice**  
Poké Assists **Flying** **Bug**

Attacks	Attack Method	Damage
	Cutting attack	5
	Seeds that grow ivy	3
	Cutting attack	3
	Seeds that grow ivy	2

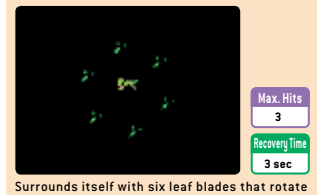
Sceptile has four kinds of attacks: two versions of a scratching and cutting attack, and two versions of an attack that creates ivy that remains on the ground for a time. Both pairs of attacks look identical but differ in the amount of damage they do. Wait for it to stop attacking, and then loop it bit by bit.

\*Appears in a battle with the Steelhead.

## R-142 Treecko



Group **Grass**  
Field Move **Cut**  
Poké Assist **Leaf blades** [Level 2]



Surrounds itself with six leaf blades that rotate around it for a short time.

### Primary Location

Pre-Ending Mitonga Road ⓪ 02 P. 9  
Post-Ending Mitonga Road ⓪ 02 P. 9

### Capture Technique



Friendship Gauge  
640  
Agitated Friendship Gauge  
384  
Exp. Points  
122

Effective **Poison** **Fire** **Ice**  
Poké Assists **Flying** **Bug**

Attacks	Attack Method	Damage
	Cutting attack	3
	Scatters leaves	2

Treecko uses a scratching and cutting attack, or attacks by scattering three leaves that spread out forward. It moves very quickly, so it's easy for your Capture Line to get cut while you're looping. Keep an eye on its movements, and loop it quickly.

## R-145 Budew



Group **Grass**  
Field Move **Cut**  
Poké Assist **Leaf blades** [Level 1]



Surrounds itself with three leaf blades that rotate around it for a short time.

### Primary Location

Pre-Ending Mitonga Road ⓪ 02 P. 9  
Post-Ending Mitonga Road ⓪ 02 P. 9

### Capture Technique



Friendship Gauge  
640  
Agitated Friendship Gauge  
—  
Exp. Points  
122

Effective **Poison** **Fire** **Ice**  
Poké Assists **Flying** **Bug**

Attacks	Attack Method	Damage
	Throws leaves	1

Budew attacks by throwing a leaf in front of itself, aiming offscreen. There's a lot of time between attacks, so as soon as one attack ends, loop Budew quickly to fill its Friendship Gauge.

## R-143 Grovyle



Group **Grass**  
Field Move **Cut**  
Poké Assist **Leaf blades** [Level 3]



Surrounds itself with six leaf blades that spin around it somewhat quickly for a time.

### Primary Location

Pre-Ending Old Mansion ⓪ 02 P. 10  
Post-Ending Old Mansion ⓪ 02 P. 10

### Capture Technique



Friendship Gauge  
700  
Agitated Friendship Gauge  
—  
Exp. Points  
122

Effective **Poison** **Fire** **Ice**  
Poké Assists **Flying** **Bug**

Attacks	Attack Method	Damage
	Scatters leaves	3
	Cutting attack	2

Grovyle attacks by throwing three leaf blades that spread out forward, or by using a scratching and cutting attack. It moves incredibly quickly, so it's easy for your Capture Line to get cut. Calm down and keep an eye on its movements, and loop it bit by bit.

## R-146 Roselia



Group **Grass**  
Field Move **Cut**  
Poké Assist **Leaf blades** [Level 2]



Surrounds itself with six leaf blades that rotate around it for a short time.

### Primary Location

Pre-Ending Sophian Road ⓪ 03 P. 15  
Post-Ending Sophian Road ⓪ 03 P. 15

### Capture Technique



Friendship Gauge  
2,240  
Agitated Friendship Gauge  
—  
Exp. Points  
1,000

Effective **Poison** **Fire** **Ice**  
Poké Assists **Flying** **Bug**

Attacks	Attack Method	Damage
	Scatters leaves	4
	Seeds that grow ivy	2
	Leaf barrier	2

Roselia attacks by scattering leaves all over the screen, by scattering six seeds that sprout ivy around the screen, or by surrounding itself with a spinning barrier of four leaves. When the ivy disappears, loop it quickly before the next attack.



## R-147 Roserade

**Group** Grass

**Field Move** Cut

**Poké Assist** Leaf blades (Level 5)

**Max. Hits** 9

**Recovery Time** 7 sec

Surrounds itself with 15 large leaf blades that rotate around it for a short time.

**Primary Location**

Pre-Ending Sky Fortress 013 P.22

Post-Ending Sky Fortress 013 P.22

**Capture Technique**

Friendship Gauge 3,864

Agitated Friendship Gauge

Exp. Points 2,400

**Effective Poké Assists** Poison Fire Ice Flying Bug

Attacks	Attack Method	Damage
Scatters leaves		5
Seeds that grow ivy		3
Seeds that grow ivy		3
Leaf barrier		2

**Max. Hits** 3

**Recovery Time** 20 sec

Roserade attacks by scattering a large quantity of leaves forward, two kinds of attacks by dropping three seeds that sprout ivy on the ground, or by surrounding itself with a spinning barrier of four leaves. Wait for it to stop attacking, and loop it quickly.

## R-150 Dusknoir

**Group** Ghost

**Field Move** Psy Power

**Poké Assist** Malice spheres (Surrounding) (Level 5)

**Max. Hits** 3

**Recovery Time** 20 sec

Surrounds itself with five malice spheres in two waves that spread out and disappear.

**Primary Location**

Pre-Ending Noir Forest 005 P.9

Post-Ending Noir Forest 005 P.9

**Capture Technique**

Friendship Gauge 2,375

Agitated Friendship Gauge

Exp. Points 337

**Effective Poké Assists** Ghost Dark

Attacks	Attack Method	Damage
Scatters malice spheres		3
Malice spheres		2
Shoots malice spheres		2

Dusknoir attacks by scattering a large number of malice spheres forward, aiming offscreen, by scattering five malice spheres around the screen, or surrounding itself with three malice spheres. The time until its next attack is short, so keep an eye out for any opportunity to loop it.

## R-148 Duskull

**Group** Ghost

**Field Move** Psy Power

**Poké Assist** Malice spheres (Surrounding) (Level 2)

**Max. Hits** 1

**Recovery Time** 8 sec

Scatters three malice spheres around itself that spread out and disappear.

**Primary Location**

Pre-Ending Old Mansion 002 P.10

Post-Ending Old Mansion 002 P.10

**Capture Technique**

Friendship Gauge 640

Agitated Friendship Gauge

Exp. Points 122

**Effective Poké Assists** Ghost Dark

Attacks	Attack Method	Damage
Malice spheres		2
Malice spheres		2

Duskull attacks by throwing a malice sphere forward to the ground or by scattering three malice spheres around itself. Wait for the malice sphere on the ground to disappear, and wait for Duskull to appear from warping around, and then loop it quickly.

## R-151 Wooper

**Group** Water

**Field Move** Soak

**Poké Assist** Scatters bubbles (Forward) (Level 2)

**Max. Hits** 1

**Recovery Time** 5 sec

Scatters eight bubbles forward that continue to the edge of the screen and disappear.

**Primary Location**

Pre-Ending Old Mansion 001 P.10

Post-Ending Old Mansion 001 P.10

**Capture Technique**

Friendship Gauge 550

Agitated Friendship Gauge

Exp. Points 122

**Effective Poké Assists** Grass Electric

Attacks	Attack Method	Damage
Scatters water		3
Scatters water		2

Wooper uses two types of attacks that involves scattering water forward, aiming offscreen. These attacks are identical in appearance, but when "!" is displayed, it will do 3 damage, and when "!!" is displayed, it will do 2 damage. Wait for it to stop attacking, and loop it quickly to capture.

## R-149 Dusclops

**Group** Ghost

**Field Move** Psy Power

**Poké Assist** Malice spheres (Surrounding) (Level 3)

**Max. Hits** 2

**Recovery Time** 14 sec

Surrounds itself with three malice spheres in two waves that spread out and disappear.

**Primary Location**

Pre-Ending Noir Forest 005 P.9

Post-Ending Noir Forest 005 P.9

**Capture Technique**

Friendship Gauge 756

Agitated Friendship Gauge

Exp. Points 122

**Effective Poké Assists** Ghost Dark

Attacks	Attack Method	Damage
Shoots malice spheres		3
Malice spheres		2

Dusclops attacks by surrounding itself with three malice spheres or by creating three malice spheres around the screen. While the malice spheres are still onscreen, don't loop—just dodge. When Dusclops warps onscreen, that's your chance to loop it.

## R-152 Quagsire

**Group** Water

**Field Move** Soak

**Poké Assist** Scatters bubbles (Forward) (Level 2)

**Max. Hits** 1

**Recovery Time** 5 sec

Scatters eight bubbles forward that continue to the edge of the screen and disappear.

**Primary Location**

Pre-Ending Old Mansion 001 P.10

Post-Ending Old Mansion 001 P.10

**Capture Technique**

Friendship Gauge 2,700

Agitated Friendship Gauge

Exp. Points 1,000

**Effective Poké Assists** Grass Electric

Attacks	Attack Method	Damage
Scatters water		3
Scatters bubbles		2

Quagsire attacks by scattering water forward, aiming offscreen, or by scattering two bubbles forward. Once it stops attacking, that's your chance to loop it quickly until its next attack.

### R-153 Togepi

**Group** Normal

**Field Move** Tackle [1]

**Poké Assist** Scatters hearts (Surrounding) [Level 2]

**Max. Hits** 7

**Recovery Time** 5 sec

Surrounds itself with six hearts that float around for a short time.

**Primary Location**

**Pre-Ending** Mitonga Road [06] P. 9

**Post-Ending** Mitonga Road [06] P. 9

**Capture Technique**

**Friendship Gauge** 690

**Agitated Friendship Gauge** —

**Exp. Points** 240

**Effective Poké Assists** Fighting

Attacks	Attack Method	Damage
[1]	Scatters hearts	2
[1]	Scatters hearts	2

Togepi uses two types of attacks that involve scattering three hearts. When "!" is displayed, it waits briefly before attacking, and when "!!" is displayed, it attacks immediately. When the hearts floating around the screen disappear, that's your chance to loop it quickly.

### R-156 Mothim

**Group** Bug

**Field Move** Cut [1]

**Poké Assist** Sticky spheres [Level 2]

**Max. Hits** 1

**Recovery Time** 5 sec

Scatters six sticky spheres forward that spread out and stay on the ground for a time.

**Primary Location**

**Pre-Ending** Mitonga Road [03] P. 9

**Post-Ending** Mitonga Road [03] P. 9

**Capture Technique**

**Friendship Gauge** 720

**Agitated Friendship Gauge** 432

**Exp. Points** 122

**Effective Poké Assists** Fire Flying Rock

Attacks	Attack Method	Damage
[1]	Shoots toxic gas	4
[1]	Shoots toxic gas	4

Mothim uses two types of attacks that involve surrounding itself with toxic gas. When "!" is displayed, it will wait a moment before attacking, and when "!!" is displayed, it will attack immediately. When it stops attacking, loop it quickly before its next attack.

### R-154 Togetic

**Group** Normal

**Field Move** Cut [1]

**Poké Assist** Scatters hearts (Surrounding) [Level 3]

**Max. Hits** 7

**Recovery Time** 7 sec

Surrounds itself with eight hearts that float around for a short time.

**Primary Location**

**Pre-Ending** Old Mansion [03] P. 10

**Post-Ending** Old Mansion [03] P. 10

**Capture Technique**

**Friendship Gauge** 672

**Agitated Friendship Gauge** —

**Exp. Points** 180

**Effective Poké Assists** Fighting

Attacks	Attack Method	Damage
[1]	Scatters strange spheres	3
[1]	Shock wave	2

Togetic attacks by scattering three strange spheres forward or by surrounding itself with a shock wave. When Togetic is attacking, dodge by placing your Capture Disc behind it, and when it stops attacking, loop it quickly to fill its Friendship Gauge.

### R-157 Cyndaquil

**Group** Fire

**Field Move** Burn [1]

**Poké Assist** Fire pillar (Forward) [Level 2]

**Max. Hits** 3

**Recovery Time** 7 sec

Creates two fire pillars forward, and then eight fire pillars at once that burn for a time.

**Primary Location**

**Pre-Ending** Mitonga Road [04] P. 9

**Post-Ending** Mitonga Road [04] P. 9

**Capture Technique**

**Friendship Gauge** 828

**Agitated Friendship Gauge** —

**Exp. Points** 240

**Effective Poké Assists** Water Ground Rock

Attacks	Attack Method	Damage
[1]	Scatters fire	3
[1]	Fire pillar	2

Cyndaquil attacks by scattering a fireball forward, aiming offscreen, or by creating a fire pillar that remains on the ground for a time. Loop Cyndaquil quickly to fill its Friendship Gauge, being careful not to touch the fire pillar.

### R-155 Togekiss

**Group** Normal

**Field Move** Cut [1]

**Poké Assist** Shoots a shock wave [Level 4]

**Max. Hits** 4

**Recovery Time** 5 sec

Throws a large shock wave forward that continues offscreen.

**Primary Location**

**Pre-Ending** —

**Post-Ending** Sky P. 24

**Capture Technique**

**Friendship Gauge** 3,700

**Agitated Friendship Gauge** —

**Exp. Points** 2,800

**Effective Poké Assists** Fighting

Attacks	Attack Method	Damage
[1]	Scatters strange spheres	6
[1]	Scatters white blades	6

Togekiss attacks by scattering five strange spheres forward and three strange spheres backward at once or by scattering three white blades forward. The span between attacks is short, so there aren't many chances to loop it. Keep an eye out for any opening, and loop it bit by bit.

### R-158 Quilava

**Group** Fire

**Field Move** Burn [1]

**Poké Assist** Fire pillar (Forward) [Level 4]

**Max. Hits** 3

**Recovery Time** 12 sec

Creates three fire pillars forward, and then ten fire pillars at once that burn for a time.

**Primary Location**

**Pre-Ending** Daybreak Ruins [05] P. 10

**Post-Ending** Daybreak Ruins [05] P. 10

**Capture Technique**

**Friendship Gauge** 1,092

**Agitated Friendship Gauge** —

**Exp. Points** 350

**Effective Poké Assists** Water Ground Rock

Attacks	Attack Method	Damage
[1]	Scatters fire	5
[1]	Fire pillar	2
[1]	Starts a fire	3

Quilava attacks by scattering a large number of fireballs forward, aiming offscreen, by creating a fire pillar that remains on the ground for a time, or by spraying a small fireball straight forward, aiming offscreen. Once all the fire disappears, loop it quickly for a safe capture.



## R-159 Typhlosion

**Group** Fire

**Field Move** Tackle [1]

**Poké Assist** Typhlosion Impact\*1 [Level 5]



**Max. Hits** 1

**Recovery Time** 15 sec

Sprays a huge fireball forward that continues burning for a time.

**Primary Location**

Pre-Ending Mt. Sorbet\*2 [13] P.17

Post-Ending Capture Machine [01] P.107

**Capture Technique**

Friendship Gauge 16,200

Agitated Friendship Gauge 3,240

Exp. Points 8,000

**Effective Poké Assists** Water Ground Rock

Attacks	Attack Method	Damage
[1] Spits fire		6
[1] Fire pillar		4
[1] Fire pillar (Cross)		4
[1] Causes explosions		9

**Max. Hits** 3

**Recovery Time** 5 sec

Typhlosion attacks by spitting a fireball forward, by creating two fire pillars, by creating explosions, or by creating pillars of fire in the shape of a star. All of its attacks spread out, so dodge to avoid damage. When it stops attacking, that's your chance to loop it.

## R-162 Glameow

**Group** Normal

**Field Move** Cut [1]

**Poké Assist** Shoots a shock wave [Level 2]



**Max. Hits** 3

**Recovery Time** 5 sec

Throws a large shock wave that continues straight forward for a bit.

**Primary Location**

Pre-Ending Old Mansion [04] P.10

Post-Ending Old Mansion [04] P.10

**Capture Technique**

Friendship Gauge 320

Agitated Friendship Gauge —

Exp. Points 60

**Effective Poké Assists** Fighting

Attacks	Attack Method	Damage
[1] Cutting attack		3
[1] Cutting attack		3

**Max. Hits** 3

**Recovery Time** 5 sec

Glameow uses two types of scratching and cutting attacks. When "!" is displayed, it will wait briefly before attacking, and when "!!" is displayed, it will attack immediately. Even when Glameow is attacking, you can capture it as long as you draw large loops and you won't take damage.

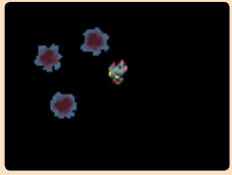
\*1 Assist Level is 6 when called with a Charged Sign.  
\*2 Appears in an event.

## R-160 Misdreavus

**Group** Ghost

**Field Move** Psy Power [1]

**Poké Assist** Malice spheres (Forward) [Level 2]



**Max. Hits** 3

**Recovery Time** 5 sec

Scatters three malice spheres forward that circle once and then disappear.

**Primary Location**

Pre-Ending Old Mansion [04] P.10

Post-Ending Old Mansion [04] P.10

**Capture Technique**

Friendship Gauge 672

Agitated Friendship Gauge 403

Exp. Points 180

**Effective Poké Assists** Ghost Dark

Attacks	Attack Method	Damage
[1] Scatters malice spheres		3
[1] Malice spheres		2

**Max. Hits** 3

**Recovery Time** 5 sec


Misdreavus attacks by throwing a malice sphere forward or by creating a malice sphere somewhere on the screen. Wait for the malice sphere to disappear, and then loop Misdreavus quickly to fill its Friendship Gauge.

## R-163 Purugly

**Group** Normal

**Field Move** Tackle [1]

**Poké Assist** Shoots a shock wave [Level 2]



**Max. Hits** 3

**Recovery Time** 5 sec

Throws a large shock wave that continues straight forward for a time.

**Primary Location**

Pre-Ending Old Mansion [08] P.10

Post-Ending Old Mansion [08] P.10

**Capture Technique**

Friendship Gauge 828

Agitated Friendship Gauge —

Exp. Points 350

**Effective Poké Assists** Fighting

Attacks	Attack Method	Damage
[1] Shock wave		4
[1] Shock wave		2

**Max. Hits** 3

**Recovery Time** 5 sec

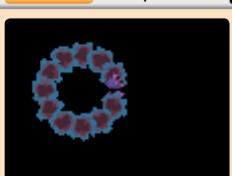
Purugly uses two types of shock wave attacks. When "!" is displayed, it will wait briefly before attacking, and when "!!" is displayed it will attack immediately. The damage dealt differs as well. When Purugly stops attacking, loop it quickly.

## R-161 Mismagius

**Group** Ghost

**Field Move** Psy Power [1]

**Poké Assist** Malice spheres (Forward) [Level 5]



**Max. Hits** 3

**Recovery Time** 11 sec

Scatters 12 malice spheres forward that circle twice and disappear.

**Primary Location**

Pre-Ending Sky Fortress [16] P.22

Post-Ending Sky Fortress [16] P.22

**Capture Technique**

Friendship Gauge 3,864

Agitated Friendship Gauge —

Exp. Points 2,400

**Effective Poké Assists** Ghost Dark

Attacks	Attack Method	Damage
[1] Scatters strange spheres		5
[1] Willpower barrier		3
[1] Malice spheres		3
[1] Shoots malice spheres		2

**Max. Hits** 1

**Recovery Time** 8 sec


Mismagius attacks by scattering five strange spheres forward and three strange spheres backward, by surrounding itself with a barrier of strange spheres, by scattering five malice spheres around the screen, or by surrounding itself with three malice spheres. Wait for it to stop attacking and then loop it.

## R-164 Gastly

**Group** Ghost

**Field Move** Psy Power [1]

**Poké Assist** Malice spheres (Surrounding) [Level 2]



**Max. Hits** 1

**Recovery Time** 8 sec

Surrounds itself with three malice spheres that scatter and disappear.

**Primary Location**

Pre-Ending Old Mansion [07] P.10

Post-Ending Old Mansion [07] P.10

**Capture Technique**

Friendship Gauge 672

Agitated Friendship Gauge —

Exp. Points 180

**Effective Poké Assists** Ghost Dark

Attacks	Attack Method	Damage
[1] Scatters malice spheres		3
[1] Malice spheres		2

**Max. Hits** 1

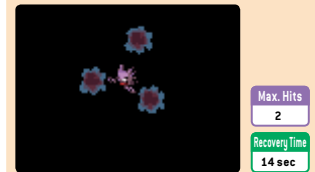
**Recovery Time** 8 sec

Gastly attacks by throwing a malice sphere forward or by creating a malice sphere somewhere on the screen. When the malice sphere disappears, wait for the warping Gastly to appear, and loop it quickly to fill the Friendship Gauge and capture it.

## R-165 Haunter



Group **Ghost**  
Field Move **Psy Power**  
Poké Assist **Malice spheres** (Surrounding) [Level 3]



Surrounds itself with three malice spheres in two waves that scatter and disappear.

### Primary Location

Pre-Ending Oblivia Ruins P. 03 P. 18  
Post-Ending Oblivia Ruins P. 03 P. 18

### Capture Technique



Effective **Ghost** **Dark**  
Poké Assists

Attacks	Attack Method	Damage
	Scatters malice spheres	4
	Malice spheres	2
	Shoots malice spheres	2

Haunter attacks by throwing a malice sphere forward, by scattering three malice spheres at the top of the screen, or by surrounding itself with three malice spheres. When the malice spheres disappear and Haunter warps onto the screen, that's your chance to loop it quickly.

## R-168 Ninetales



Group **Fire**  
Field Move **Burn**  
Poké Assist **Fire pillar** (Forward) [Level 4]



Creates three fire pillars forward, and then ten fire pillars at once that burn for a time.

### Primary Location

Pre-Ending Mt. Sorbet P. 12 P. 17  
Post-Ending Mt. Sorbet P. 12 P. 17

### Capture Technique



Effective **Water** **Ground** **Rock**  
Poké Assists

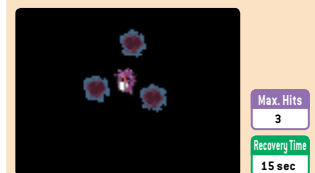
Attacks	Attack Method	Damage
	Scatters fire	5
	Fire pillar	3
	Scatters fire	5

Ninetales attacks by scattering a large quantity of fireballs forward, aiming offscreen, by surrounding itself with eight fire pillars, or by scattering four fireballs in three waves forward. When it stops attacking, loop it quickly to capture.

## R-166 Gengar



Group **Ghost**  
Field Move **Psy Power**  
Poké Assist **Malice spheres** (Surrounding) [Level 4]



Surrounds itself with three malice spheres in two waves that scatter and disappear.

### Primary Location

Pre-Ending —  
Post-Ending Oblivia Ruins P. 15 P. 18

### Capture Technique



Effective **Ghost** **Dark**  
Poké Assists

Attacks	Attack Method	Damage
	Scatters malice spheres	4
	Shoots malice spheres	4
	Malice spheres	2

Gengar attacks by scattering a large quantity of malice spheres forward, by surrounding itself with three malice spheres, or by covering the screen with five malice spheres. When it stops attacking and appears on the screen, that's your chance to loop it quickly.

## R-169 Mime Jr.



Group **Psychic**  
Field Move **Tackle**  
Poké Assist **Strange rings** (Stopped) [Level 2]



Scatters three rings in two waves that cause Stopped status when touched.

### Primary Location

Pre-Ending Old Mansion P. 11 P. 10  
Post-Ending Old Mansion P. 11 P. 10

### Capture Technique



Effective **Bug** **Ghost** **Dark**  
Poké Assists

Attacks	Attack Method	Damage
	Willpower barrier	3
	Strange spheres	2

Mime Jr. attacks by surrounding itself with a barrier of strange spheres or by dropping a strange sphere that remains on the ground for a time. While it's surrounded by a barrier, it's easy to take damage when looping Mime Jr. Wait for the barrier to disappear, and then loop it quickly.

## R-167 Vulpix



Group **Fire**  
Field Move **Burn**  
Poké Assist **Fire pillar** (Forward)\* [Level 2]



Creates two fire pillars forward, and then eight fire pillars at once that burn for a time.

### Primary Location

Pre-Ending Old Mansion P. 02 P. 10  
Post-Ending Old Mansion P. 02 P. 10

### Capture Technique



Effective **Water** **Ground** **Rock**  
Poké Assists

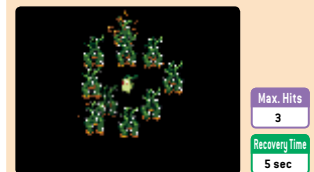
Attacks	Attack Method	Damage
	Scatters fire	3
	Fire pillar	2

Vulpix attacks by throwing a fireball forward, aiming offscreen or by creating a pillar of fire that remains on the ground for a time. Being careful not to touch the fire pillar, loop Vulpix quickly to fill its Friendship Gauge and capture it.

## R-170 Chikorita



Group **Grass**  
Field Move **Cut**  
Poké Assist **Ivy pillars** [Level 2]

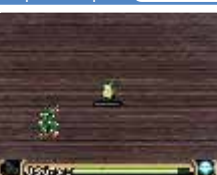


Ten ivy pillars grow around Chikorita that disappear shortly in the order they appeared.

### Primary Location

Pre-Ending Old Mansion P. 12 P. 10  
Post-Ending Old Mansion P. 12 P. 10

### Capture Technique



Effective **Poison** **Fire** **Ice**  
Poké Assists **Flying** **Bug**

Attacks	Attack Method	Damage
	Scatters leaves	3
	Seeds that grow ivy	1
	Seeds that grow ivy	1

Chikorita attacks by scattering three leaves that spread forward or two kinds of attacks by dropping a seed that sprouts into ivy. Loop it quickly when it stops attacking.

\*Assist Level is 3 when called with a Ranger Sign and 4 when called with a Charged Sign.



## R-171 Bayleef

**Group** Grass

**Field Move** Cut

**Poké Assist** Ivy pillars (Level 3)

Ten ivy pillars grow around Bayleef that stay onscreen for a time.

**Max. Hits** 3  
**Recovery Time** 7 sec

**Primary Location**

Pre-Ending	Old Mansion	13	P. 10
Post-Ending	Old Mansion	13	P. 10

**Capture Technique**

**Friendship Gauge** 720  
**Agitated Friendship Gauge** 432  
**Exp. Points** 180

**Effective Poké Assists** Poison, Fire, Ice, Flying, Bug

Attacks	Attack Method	Damage
Scatters leaves		4
Seeds that grow ivy		2
Seeds that grow ivy		2

Bayleef attacks by surrounding itself with five leaves or by dropping three seeds on the ground that sprout ivy. Loop Bayleef quickly, being careful not to touch the ivy.

## R-174 Claydol

**Group** Psychic

**Field Move** Psy Power

**Poké Assist** Strange rings (Stopped) (Level 3)

Scatters four strange rings in two waves that cause Stopped status when touched.

**Max. Hits** 1  
**Recovery Time** 11 sec

**Primary Location**

Pre-Ending	Oblivia Ruins	16	P. 18
Post-Ending	Oblivia Ruins	16	P. 18

**Capture Technique**

**Friendship Gauge** 3,066  
**Agitated Friendship Gauge** 1,839  
**Exp. Points** 1,600

**Effective Poké Assists** Bug, Ghost, Dark

Attacks	Attack Method	Damage
Scatters strange spheres		4
Strange spheres		2
Shoots strange spheres		2

Claydol attacks by scattering five strange spheres forward, by throwing four strange spheres that remain on the ground for a time, or by scattering three strange spheres around itself. When Claydol warps and appears onscreen, that's your chance to loop it.

## R-172 Meganium

**Group** Grass

**Field Move** Cut

**Poké Assist** Meganium Impact\*1 (Level 5)

Several ivy pillars grow out in four directions, in the shape of an X, then a plus sign, and finally another X.

**Max. Hits** 2  
**Recovery Time** 15 sec

**Primary Location**

Pre-Ending	Old Mansion*2	13	P. 10
Post-Ending	Capture Machine	02	P. 107

**Capture Technique**

**Friendship Gauge** 5,160  
**Agitated Friendship Gauge** 1,720  
**Exp. Points** 1,800

**Effective Poké Assists** Poison, Fire, Ice, Flying, Bug

Attacks	Attack Method	Damage
Scatters leaves		4
Grows ivy		2
Light beam		8
Grows ivy		2

Meganium attacks by spreading a large quantity of leaves forward, by growing three pillars of ivy, by growing 12 pillars of ivy that fill the screen, or by using a beam of light aimed offscreen. When it stops attacking, loop it bit by bit.

## R-175 Natu

**Group** Psychic

**Field Move** Psy Power

**Poké Assist** Strange spheres (Paused) (Level 2)

Scatters five strange spheres forward that scatter and continue offscreen. Touching these causes Paused status.

**Max. Hits** 4  
**Recovery Time** 8 sec

**Primary Location**

Pre-Ending	Daybreak Ruins	03	P. 10
Post-Ending	Daybreak Ruins	03	P. 10

**Capture Technique**

**Friendship Gauge** 936  
**Agitated Friendship Gauge** —  
**Exp. Points** 350

**Effective Poké Assists** Bug, Ghost, Dark

Attacks	Attack Method	Damage
Poking attack		3
Scatters strange spheres		2

Natu attacks by using a forward poking attack or by scattering three strange spheres forward. When it stops attacking, wait for the warping Natu to appear, then loop it and fill its Friendship Gauge.

\*1 Assist Level becomes 6 when called with a Charged Sign.

\*2 Appears in an event.

## R-173 Baltoy

**Group** Psychic

**Field Move** Crush

**Poké Assist** Strange rings (Stopped) (Level 2)

Scatters three rings in two waves that cause Stopped status when touched.

**Max. Hits** 1  
**Recovery Time** 3 sec

**Primary Location**

Pre-Ending	Daybreak Ruins	03	P. 10
Post-Ending	Daybreak Ruins	03	P. 10

**Capture Technique**

**Friendship Gauge** 936  
**Agitated Friendship Gauge** 561  
**Exp. Points** 350

**Effective Poké Assists** Bug, Ghost, Dark

Attacks	Attack Method	Damage
Strange spheres		3
Strange spheres		2

Baltoy uses two types of attacks that drop a strange sphere on the ground. These attacks are identical in appearance, but the damage varies. When Baltoy warps and appears onscreen, that's your chance to loop it quickly, being careful not to touch the strange spheres.

## R-176 Xatu

**Group** Psychic

**Field Move** Psy Power

**Poké Assist** Strange spheres (Paused) (Level 3)

Scatters three strange spheres forward in two waves that cause Paused status when touched.

**Max. Hits** 4  
**Recovery Time** 1.5 sec

**Primary Location**

Pre-Ending	Daybreak Ruins	04	P. 10
Post-Ending	Daybreak Ruins	04	P. 10

**Capture Technique**

**Friendship Gauge** 1,624  
**Agitated Friendship Gauge** 974  
**Exp. Points** 350

**Effective Poké Assists** Bug, Ghost, Dark

Attacks	Attack Method	Damage
Scatters strange spheres		3
Strange spheres		2

Xatu attacks by scattering a large quantity of strange spheres forward or by dropping three strange spheres that remain on the ground for a time. When the warping Xatu appears, loop it quickly to capture it before its next attack.

## R-177 Sableye



Group **Dark**  
Field Move **Cut** [1]  
Poké Assist **Dark wave** [Level 2]



Sableye surrounds itself with a dark wave three times that spread out and disappear.

Primary Location  
Pre-Ending Daybreak Ruins [05] P.10  
Post-Ending Daybreak Ruins [05] P.10

Capture Technique

Friendship Gauge **936**  
Agitated Friendship Gauge  
Exp. Points **350**

Effective Poké Assists **Fighting Bug**

Attacks	Attack Method	Damage
[1] Dark wave		2
[1] Dark wave		2

Max. Hits **1**  
Recovery Time **5 sec**

Sableye uses two types of dark wave attacks that fill the screen. When "!" is displayed, it will wait briefly before attacking, and when "!!" is displayed, it will attack immediately. While it's attacking, dodge by lifting your stylus off the screen. When it stops attacking, loop it quickly.

## R-180 Sandshrew



Group **Ground**  
Field Move **Crush** [1]  
Poké Assist **Ground split (Surrounding)** [Level 2]



The ground splits four times in three places, rotating left around Sandshrew, then disappears, starting from where it began.

Primary Location  
Pre-Ending Daybreak Ruins [07] P.10  
Post-Ending Daybreak Ruins [07] P.10

Capture Technique

Friendship Gauge **828**  
Agitated Friendship Gauge  
Exp. Points **240**

Effective Poké Assists **Grass Water Ice**

Attacks	Attack Method	Damage
[1] Scatters sand spheres		3
[1] Sand sphere		2

Max. Hits **2**  
Recovery Time **8 sec**

Sandshrew attacks by throwing a sphere of sand forward and offscreen or by throwing a sphere of sand that remains on the ground for a time. Wait for it to stop attacking, and then loop it quickly, being careful not to touch the sand on the ground.

## R-178 Shieldon



Group **Steel**  
Field Move **Tackle** [2]  
Poké Assist **Drops steel spheres** [Level 2]



Drops five steel spheres in a straight line forward that disappear, starting with the one closest to Shieldon.

Primary Location  
Pre-Ending Daybreak Ruins [06] P.10  
Post-Ending Daybreak Ruins [06] P.10

Capture Technique

Friendship Gauge **1,092**  
Agitated Friendship Gauge  
Exp. Points **350**

Effective Poké Assists **Fire Fighting Ground**

Attacks	Attack Method	Damage
[1] Scatters rocks		3
[1] Splits the ground		2
[1] Splits the ground		2

Max. Hits **2**  
Recovery Time **5 sec**

Shieldon attacks by throwing rocks forward or by striking with two kinds of ground-splitting attacks. When it stops attacking, loop it quickly to capture before its next attack.

## R-181 Sandslash



Group **Ground**  
Field Move **Cut** [2]  
Poké Assist **Ground split (Surrounding)** [Level 3]



The ground splits five times in two places, rotating left around Sandslash, then disappears, starting from where it began.

Primary Location  
Pre-Ending Daybreak Ruins [11] P.10  
Post-Ending Daybreak Ruins [11] P.10

Capture Technique

Friendship Gauge **1,092**  
Agitated Friendship Gauge  
Exp. Points **750**

Effective Poké Assists **Grass Water Ice**

Attacks	Attack Method	Damage
[1] Splits the ground		3
[1] Sand spheres		2

Max. Hits **2**  
Recovery Time **14 sec**

Sandslash attacks by splitting the ground in a straight line or by throwing a sphere of sand that remains on the ground for a time. Be careful not to touch the sand sphere when you loop Sandslash. The time from the end of its attack to the start of the next attack is your chance to loop it.

## R-179 Bastiodon



Group **Steel**  
Field Move **Tackle** [4]  
Poké Assist **Drops steel spheres** [Level 5]



Fourteen steel spheres drop forward at once. The ones closest to Bastiodon disappear first.

Primary Location  
Pre-Ending Oblivia Ruins [05] P.18  
Post-Ending Oblivia Ruins [05] P.18

Capture Technique

Friendship Gauge **3,504**  
Agitated Friendship Gauge **2,102**  
Exp. Points **1,600**

Effective Poké Assists **Fire Fighting Ground**

Attacks	Attack Method	Damage
[1] Shoots a shock wave		4
[1] Drops rocks		2
[1] Drops rocks		2

Max. Hits **3**  
Recovery Time **15 sec**

Bastiodon attacks by shooting a shock wave forward or by dropping eight rocks on the ground. Wait for it to stop attacking, then loop until its next attack.

## R-182 Mankey



Group **Fighting**  
Field Move **Crush** [2]  
Poké Assist **Punch\*** [Level 2]



Throws a large punch forward that explodes and then disappears.

Primary Location  
Pre-Ending Daybreak Ruins [07] P.10  
Post-Ending Daybreak Ruins [07] P.10

Capture Technique

Friendship Gauge **1,276**  
Agitated Friendship Gauge **765**  
Exp. Points **350**

Effective Poké Assists **Flying Psychic**

Attacks	Attack Method	Damage
[1] Rushing attack		3
[1] Throws rocks		3
[1] Rushing attack		2

Max. Hits **1**  
Recovery Time **3 sec**

Mankey uses two different rushing attacks, plus another attack where it throws large quantities of rocks forward. When "!" is displayed, it will wait a moment before rushing, and when "!!" is displayed, it will immediately rush. After it attacks, it will stand still for a while—that's your chance to loop it.

\*Assist Level is 3 when called with a Ranger Sign and 4 when called with a Charged Sign.



## R-183 Primeape

**Group** Fighting

**Field Move** Crush

**Poké Assist** Punch (Level 3)

**Max. Hits** 1

**Recovery Time** 4 sec

Throws two large punches forward. These punches explode and then disappear.

**Primary Location**

Pre-Ending Faldera Volcano 08 P.14

Post-Ending Faldera Volcano 08 P.14

**Capture Technique**

Friendship Gauge 2,070

Agitated Friendship Gauge 1,242

Exp. Points 800

Effective Poké Assists Flying Psychic

Attacks	Attack Method	Damage
Punch		4
Rushing attack		2
Rushing attack		2

Primeape attacks by throwing a punch forward or by using two types of rushing attacks. When "!!" is displayed, Primeape will rush without tiring, and when "!!!" is displayed, it will rush and tire out, leaving it unable to move for a time. When it stops attacking and can't move, loop it quickly.

## R-186 Entei

**Group** Fire

**Field Move** —

**Poké Assist** —

**Cannot accompany you**

**Primary Location**

Pre-Ending Daybreak Ruins\* 11 P.10

Post-Ending Capture Machine 03 P.107

**Capture Technique**

Friendship Gauge 6,960

Agitated Friendship Gauge 1,740

Exp. Points 2,600

Effective Poké Assists Water Ground Rock

Attacks	Attack Method	Damage
Spits fire		4
Fire pillar (Cross)		3
Rushing attack		3
Fire aura		6
Spits fire		4

Entei attacks by spitting fire forward, by spitting fire that spreads forward in two waves, by surrounding itself in a fire aura, by creating a large quantity of fire pillars, or by rushing. There are very few chances to loop it. Keep an eye out for any opportunity to loop it bit by bit.

\*Appears in an event.

## R-184 Bronzor

**Group** Steel

**Field Move** Psy Power

**Poké Assist** Drops steel spheres (Level 2)

**Max. Hits** 2

**Recovery Time** 3 sec

Drops five steel spheres forward in a vertical line. The spheres then disappear, starting with the one closest to Bronzor.

**Primary Location**

Pre-Ending Daybreak Ruins 10 P.10

Post-Ending Daybreak Ruins 10 P.10

**Capture Technique**

Friendship Gauge 1,092

Agitated Friendship Gauge 655

Exp. Points 350

Effective Poké Assists Fire Fighting Ground

Attacks	Attack Method	Damage
Scatters strange orbs		3
Scatters strange orbs		3

Bronzor attacks by sending strange orbs out in three different directions in two waves or by sending many strange orbs forward. It moves by warping around the screen, so as soon as it appears, loop it quickly to raise its Friendship Gauge.

## R-187 Magby

**Group** Fire

**Field Move** Burn

**Poké Assist** Spits fire (Level 2)

**Max. Hits** 1

**Recovery Time** 5 sec

Continuously spits fire forward from its mouth for a short time.

**Primary Location**

Pre-Ending Mitonga Road 07 P.9

Post-Ending Mitonga Road 07 P.9

**Capture Technique**

Friendship Gauge 690

Agitated Friendship Gauge 414

Exp. Points 240

Effective Poké Assists Water Ground Rock

Attacks	Attack Method	Damage
Scatters fire		3
Fire pillar		2

Magby attacks by throwing a fireball forward, aiming offscreen, or by creating a pillar of fire that remains on the ground for a time. Loop Magby quickly to raise its Friendship Gauge, being careful not to touch the fire pillar.

## R-185 Bronzong

**Group** Steel

**Field Move** Psy Power

**Poké Assist** Drops steel spheres (Level 5)

**Max. Hits** 3

**Recovery Time** 7 sec

Drops 14 steel spheres forward that disappear, starting with the ones closest to itself.

**Primary Location**

Pre-Ending Oblivia Ruins 13 P.18

Post-Ending Oblivia Ruins 13 P.18

**Capture Technique**

Friendship Gauge 3,066

Agitated Friendship Gauge —

Exp. Points 1,600

Effective Poké Assists Fire Fighting Ground

Attacks	Attack Method	Damage
Throws iron sphere		6
Scatters strange spheres		4
Scatters strange spheres		4

Bronzong attacks by throwing an iron sphere forward, by throwing three strange spheres forward in six waves, or by throwing out six strange spheres that spread out in two waves. When the attacks stop, Bronzong moves about by warping, so as soon as it appears, that's your chance to loop it.

## R-188 Magmar

**Group** Fire

**Field Move** Burn

**Poké Assist** Spits fire (Level 3)

**Max. Hits** 1

**Recovery Time** 7 sec

Continuously spits a larger stream of fire forward from its mouth for a short time.

**Primary Location**

Pre-Ending Oblivia Ruins 04 P.18

Post-Ending Oblivia Ruins 04 P.18

**Capture Technique**

Friendship Gauge 3,066

Agitated Friendship Gauge 1,839

Exp. Points 1,600

Effective Poké Assists Water Ground Rock

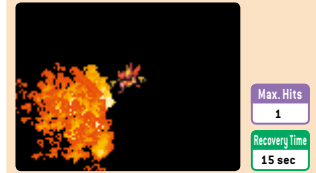
Attacks	Attack Method	Damage
Scatters fireballs		4
Fire pillar		2
Fire pillar		2

Magmar attacks by scattering a large number of fireballs forward, aiming offscreen, or by creating a pillar of fire that remains on the ground for a while. Once the pillar disappears, loop Magmar quickly to capture it safely.

## R-189 Magmortar



Group **Fire**  
Field Move **Burn** [M]  
Poké Assist **Sprays fire** [R] (Level 5)



Continuously sprays a huge stream of fire forward from its arm for a short time.

### Primary Location

Pre-Ending Sky Fortress [U] 12 P. 21  
Post-Ending Sky Fortress [U] 12 P. 21



Effective Poké Assists **Water** **Ground** **Rock**

Attacks	Attack Method	Damage
[I]	Fire pillar	5
[II]	Fire pillar	2
[III]	Causes explosions	8

Magmaoar attacks by throwing a pillar of fire forward in a straight line, aiming offscreen, by creating two pillars of fire nearby, or by creating explosions surrounding itself. When it's attacking, it's difficult to loop. Wait for your chance after it stops attacking, and loop it quickly.

## R-192 Combee



Group **Bug**  
Field Move **Cut** [L]  
Poké Assist **Tornado (Forward)** [C] (Level 2)



Throws two small tornadoes forward that spin in place for a time.

### Primary Location

Pre-Ending Dangerous Cliff [C] 08 P. 9  
Post-Ending Dangerous Cliff [C] 08 P. 9



Effective Poké Assists **Fire** **Flying** **Rock**

Attacks	Attack Method	Damage
[I]	Scatters tornadoes	4
[II]	Creates a tornado	2

Combee attacks by scattering a small tornado forward, aiming offscreen, or by creating a small tornado that spins in place on the ground. When it stops attacking, wait for the tornado to disappear. That's your chance to loop it quickly to fill its Friendship Gauge.

## R-190 Pineco



Group **Bug**  
Field Move **Tackle** [K]  
Poké Assist **Explosion** [M] (Level 2)



Explodes twice in succession, with the explosions radiating outward.

### Primary Location

Pre-Ending Mitonga Road [S] 06 P. 9  
Post-Ending Mitonga Road [S] 06 P. 9



Effective Poké Assists **Fire** **Flying** **Rock**

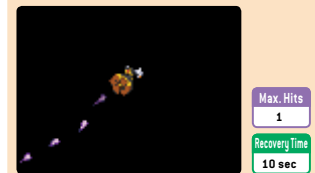
Attacks	Attack Method	Damage
[I]	Explodes	5
[II]	Explodes	5
[III]	Sticky spheres	2

Pineco uses two types of exploding attacks, and it also attacks by shooting three sticky spheres. When "I" is displayed, it will wait a moment before exploding four times. When "II" is displayed, it will immediately explode four times. When it stops attacking and starts floating around, that's your chance to loop it.

## R-193 Vespiquen



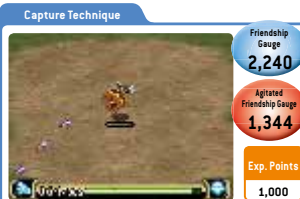
Group **Bug**  
Field Move **Crush** [M]  
Poké Assist **Shoots needles** [K] (Level 4)



Shoots 12 small needles forward that continue straight offscreen.

### Primary Location

Pre-Ending Sophian Road [C] 05 P. 15  
Post-Ending Sophian Road [C] 05 P. 15



Effective Poké Assists **Fire** **Flying** **Rock**

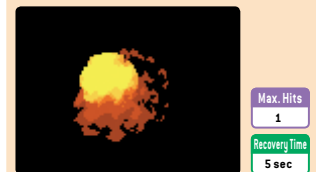
Attacks	Attack Method	Damage
[I]	Shoots poison needles	4
[II]	Shoots poison needles	4

Vespiquen attacks by shooting large quantities of poison needles forward, aiming offscreen. Vespiquen moves quickly, so it's easy for your Capture Line to get cut. Keep calm and loop it bit by bit.

## R-191 Forretress



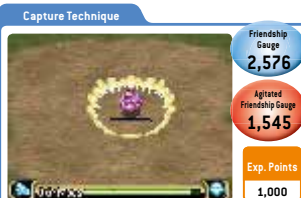
Group **Steel**  
Field Move **Tackle** [K]  
Poké Assist **Explosion** [M] (Level 3)



Explodes three times in succession, with the explosions radiating outward.

### Primary Location

Pre-Ending Sophian Road [C] 05 P. 15  
Post-Ending Sophian Road [C] 05 P. 15



Effective Poké Assists **Fire** **Fighting** **Ground**

Attacks	Attack Method	Damage
[I]	Explodes	6
[II]	Shock wave	4
[III]	Explodes	6

Forretress attacks with two different types of explosions and with a shock wave attack. When "I" is displayed, it will wait a short time before exploding four times, and when "III" is displayed, it will immediately explode four times. When it stops attacking, that's your chance to loop it quickly and capture it.

## R-194 Chimchar



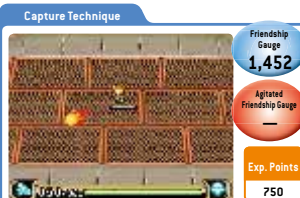
Group **Fire**  
Field Move **Burn** [M]  
Poké Assist **Spits fire** [R] (Level 2)



Continuously spits a stream of fire forward for a short time.

### Primary Location

Pre-Ending Faldra Volcano [C] 01 P. 13  
Post-Ending Faldra Volcano [C] 01 P. 13



Effective Poké Assists **Water** **Ground** **Rock**

Attacks	Attack Method	Damage
[I]	Scatters fireballs	3
[II]	Scatters fireballs	3

Chimchar uses two types of attacks that involve throwing a fireball forward offscreen. When "I" is displayed, it will wait a moment before attacking, and when "II" is displayed, it will attack immediately. When it stops attacking, loop it quickly until its next attack.



## R-195 Monferno

**Group** Fire

**Field Move** Burn

**Poké Assist** Spits fire (Level 3)

**Max. Hits** 1

**Recovery Time** 10 sec

Continuously spits a somewhat large stream of fire forward for a short time.

**Primary Location**

Pre-Ending Faldera Volcano 06 P.13

Post-Ending Faldera Volcano 06 P.13

**Capture Technique**

Friendship Gauge 3,400

Agitated Friendship Gauge 2,040

Exp. Points 1,400

**Effective Poké Assists** Water Ground Rock

Attacks	Attack Method	Damage
Scatters fireballs		6
Fire pillar		3
Scatters fireballs		6

Monferno attacks by using two types of fire-scattering attacks in which it throws four fireballs forward in three waves or by creating a pillar of fire that remains on the ground for a time. When "I" is displayed, it will wait briefly before scattering fire, and when "!!!" is displayed, it will attack immediately. When it stops attacking, that's your chance to loop it.

## R-198 Hariyama

**Group** Fighting

**Field Move** Crush

**Poké Assist** Punch (Level 4)

**Max. Hits** 1

**Recovery Time** 10 sec

Throws two large punches forward. These punches explode and then disappear.

**Primary Location**

Pre-Ending Sky Fortress 14 P.22

Post-Ending Sky Fortress 15 P.22

**Capture Technique**

Friendship Gauge 3,400

Agitated Friendship Gauge —

Exp. Points 1,300

**Effective Poké Assists** Flying Psychic

Attacks	Attack Method	Damage
Rushing attack		5
Punch		5

Hariyama attacks by rushing forward or by throwing six punches forward, aiming offscreen. Trying to loop it while it's attacking will most likely result in taking damage. Wait for it to stop attacking before looping to capture.

## R-196 Infernape

**Group** Fire

**Field Move** Burn

**Poké Assist** Spits fire (Level 4)

**Max. Hits** 1

**Recovery Time** 10 sec

Continuously spits a large stream of fire forward for a short time.

**Primary Location**

Pre-Ending Mt. Sorbet 05 P.17

Post-Ending Mt. Sorbet 05 P.17

**Capture Technique**

Friendship Gauge 3,500

Agitated Friendship Gauge —

Exp. Points 1,400

**Effective Poké Assists** Water Ground Rock

Attacks	Attack Method	Damage
Fire pillar		4
Fire pillar		4
Fire pillar (Cross)		4

Infernape attacks by shooting pillars of fire straight forward, aiming offscreen, by surrounding itself with four fire pillars, or by creating fire pillars in the shape of an X. While it is attacking, lift your stylus off the screen to dodge. When the fire disappears, that's your chance to loop quickly.

## R-199 Gible

**Group** Dragon

**Field Move** Crush

**Poké Assist** Blue flame (Rapid-fire) (Level 2)

**Max. Hits** 4

**Recovery Time** 5 sec

Shoots small blue flames forward in rapid-fire succession that continue offscreen.

**Primary Location**

Pre-Ending Daybreak Ruins 03 P.10

Post-Ending Daybreak Ruins 03 P.10

**Capture Technique**

Friendship Gauge 888

Agitated Friendship Gauge —

Exp. Points 750

**Effective Poké Assists** Ice Dragon

Attacks	Attack Method	Damage
Shoots a shock wave		4
Mud sphere		2
Biting attack		2

Gible attacks by shooting a shock wave forward, by throwing a sphere of mud that remains on the ground for a time, or by biting with enormous teeth. When there's mud on the ground, wait for Gible to step away from it before you loop.

## R-197 Makuhita

**Group** Fighting

**Field Move** Crush

**Poké Assist** Punch (Level 2)

**Max. Hits** 1

**Recovery Time** 5 sec

Throws a large punch forward that explodes and then disappears.

**Primary Location**

Pre-Ending Faldera Volcano 04 P.13

Post-Ending Faldera Volcano 04 P.13

**Capture Technique**

Friendship Gauge 1,110

Agitated Friendship Gauge 666

Exp. Points 750

**Effective Poké Assists** Flying Psychic

Attacks	Attack Method	Damage
Punch		3

Makuhita attacks by throwing a punch forward. From the moment that it stops attacking to the moment its next attack starts, loop it quickly.

## R-200 Gabite

**Group** Dragon

**Field Move** Cut

**Poké Assist** Blue flame (Rapid-Fire) (Level 3)

**Max. Hits** 5

**Recovery Time** 7 sec

Shoots small blue flames forward in rapid-fire succession that continue offscreen.

**Primary Location**

Pre-Ending Oblivia Ruins 14 P.18

Post-Ending Oblivia Ruins 14 P.18

**Capture Technique**

Friendship Gauge 3,066

Agitated Friendship Gauge 1,839

Exp. Points 1,600

**Effective Poké Assists** Ice Dragon

Attacks	Attack Method	Damage
Cutting attack		4
Mud sphere		2
Cutting attack (Big)		2

Gabite attacks by using a scratching and cutting attack, by throwing a sphere of mud that remains on the ground for a time, or by using a large cutting attack. It moves very quickly, so it's easy to get your Capture Line cut when you're looping. Don't get flustered; just loop it bit by bit.

## R-201 Garchomp



Group **Dragon**  
Field Move **Crush** [M]  
Poké Assist **Garchomp Impact**\*1 [R] (Level 5)



### Primary Location

Pre-Ending Oblivia Ruins\*2 [C] 18 P. 18  
Post-Ending Capture Machine [C] 04 P. 107

### Capture Technique



Effective **Ice** **Dragon**  
Poké Assists

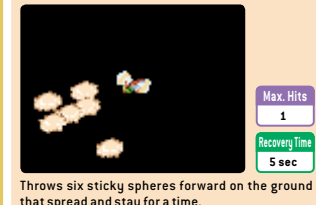
Attacks	Attack Method	Damage
[M]	Sharp shock wave	7
[M]	Mud sphere	3
[M]	Scatters blue flame	8
[M]	Rushing attack	4

Boss Garchomp attacks by throwing a sharp shock wave forward or by throwing a sphere of mud. When it becomes agitated, it also begins scattering large quantities of blue flame. When it calms down after being agitated, it also begins using a rushing attack. Keep an eye out for a break in its attacks and loop quickly.

## R-204 Yanma



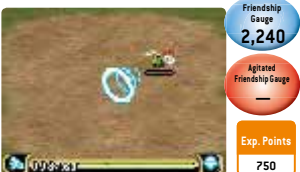
Group **Bug**  
Field Move **Cut** [F]  
Poké Assist **Sticky sphere** [L] (Level 2)



### Primary Location

Pre-Ending Sophian Road [C] 04 P. 15  
Post-Ending Sophian Road [C] 04 P. 15

### Capture Technique



Effective **Fire** **Flying** **Rock**  
Poké Assists

Attacks	Attack Method	Damage
[M]	Sonic boom	4
[M]	Sonic boom	4

Yanma attacks with two types of sonic boom attacks. When "!" is displayed, it will wait a moment before attacking, and when "!!" is displayed, it will attack immediately. Yanma moves very quickly, so it's easy for your Capture Line to get cut. Don't get flustered—just loop it bit by bit.

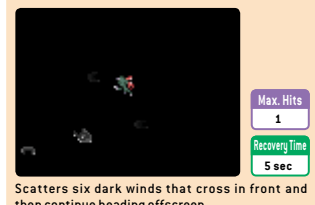
\*1 Assist Level is 6 when called with a Charged Sign.

\*2 Appears in an event.

## R-202 Sneasel



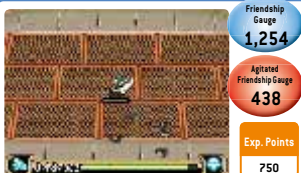
Group **Dark**  
Field Move **Cut** [F]  
Poké Assist **Dark wind** [L] (Level 2)



### Primary Location

Pre-Ending Mt. Sorbet [C] 09 P. 17  
Post-Ending Mt. Sorbet [C] 09 P. 17

### Capture Technique



Effective **Fighting** **Bug**  
Poké Assists

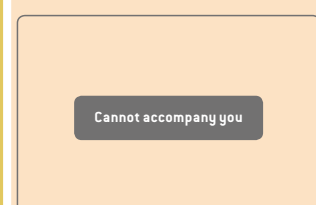
Attacks	Attack Method	Damage
[M]	Scatters black blades	4
[M]	Scatters black blades	2
[M]	Cutting attack	2

Sneasel uses two types of attacks that involve throwing four black blades forward, or it scratches and cuts several times in front of itself. When "!" is displayed, it will wait a moment before attacking, and when "!!" is displayed, it will attack immediately. Loop between attacks.

## R-205 Yanmega



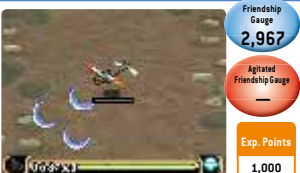
Group **Bug**  
Field Move **Cut** [F]  
Poké Assist —



### Primary Location

Pre-Ending Canal Ruins\* [C] 04 P. 16  
Post-Ending Capture Machine [C] 04 P. 107

### Capture Technique



Effective **Fire** **Flying** **Rock**  
Poké Assists

Attacks	Attack Method	Damage
[M]	Scatters white blades	4
[M]	Sonic boom	4

Yanmega attacks by scattering three white blades forward or by using a sonic boom forward. It's not only large-bodied, but it also moves very quickly, so it's difficult to loop it for any length of time. When it stops attacking, loop it bit by bit.

\*Appears in a battle with the Pinchers.

## R-203 Weavile



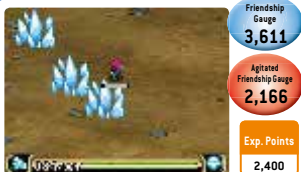
Group **Dark**  
Field Move **Cut** [F]  
Poké Assist **Dark wind** [L] (Level 5)



### Primary Location

Pre-Ending Mt. Laguda [C] 09 P. 20  
Post-Ending Mt. Laguda [C] 09 P. 20

### Capture Technique



Effective **Fighting** **Bug**  
Poké Assists

Attacks	Attack Method	Damage
[M]	Scatters black blades	5
[M]	Ice pillar	3

Weavile attacks by scattering 15 black blades forward or by creating three pillars of ice that remain on the ground for a time. While there are ice pillars on the ground, it is difficult to loop Weavile. Wait for the ice to disappear and for Weavile to stop attacking, then loop quickly.

## R-206 Charmander



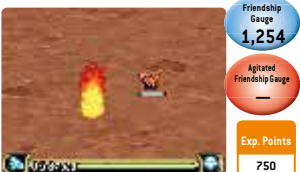
Group **Fire**  
Field Move **Burn** [F]  
Poké Assist **Spits fire** [L] (Level 2)



### Primary Location

Pre-Ending Faldera Volcano [C] 01 P. 13  
Post-Ending Faldera Volcano [C] 01 P. 13

### Capture Technique



Effective **Water** **Ground** **Rock**  
Poké Assists

Attacks	Attack Method	Damage
[M]	Scatters fireball	2
[M]	Fire pillar	2

Charmander attacks by throwing a fireball forward, aiming offscreen, or by creating a pillar of fire that remains on the ground. Wait for it to stop attacking, then loop it quickly to raise its Friendship Gauge, while being careful not to touch the fire pillar.



## R-207 Charmeleon

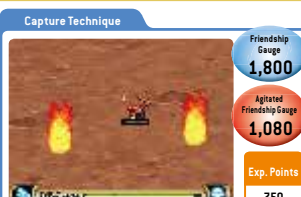


Group **Fire**  
Field Move **Burn** [F]  
Poké Assist **Spits fire** [F] (Level 4)



Continuously spits a large stream of fire forward for a short time.

Primary Location  
Pre-Ending Faldera Volcano 03 P.13  
Post-Ending Faldera Volcano 03 P.13



Effective Poké Assists **Water Ground Rock**

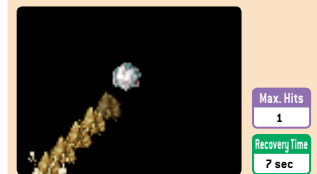
Attacks	Attack Method	Damage
[F]	Scatters fire	3
[F]	Fire pillar	2
[F]	Fire pillar	2

Charmeleon attacks by scattering two fireballs forward in two waves or by creating a pillar of fire on the ground. Wait for Charmeleon to stop attacking and for the fire pillar to disappear before looping it quickly.

## R-210 Donphan

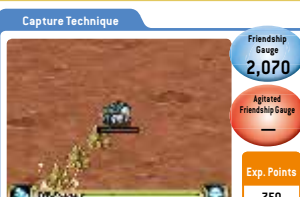


Group **Ground**  
Field Move **Tackle** [F]  
Poké Assist **Ground split (Forward)** [F] (Level 3)



Splits the ground in a straight line forward that continues offscreen.

Primary Location  
Pre-Ending Faldera Volcano 02 P.13  
Post-Ending Faldera Volcano 02 P.13



Effective Poké Assists **Grass Water Ice**

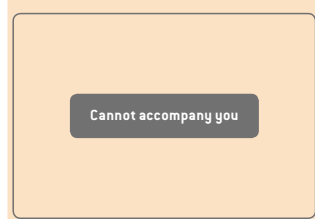
Attacks	Attack Method	Damage
[F]	Rushing attack	4
[F]	Splits the ground	2
[F]	Splits the ground	2

Donphan attacks by rushing forward or by using a ground-splitting attack. When it stops attacking, loop it a little at a time.

## R-208 Charizard

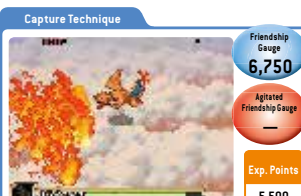


Group **Fire**  
Field Move **Crush** [F]  
Poké Assist —



Cannot accompany you

Primary Location  
Pre-Ending Sky\*  
Post-Ending Capture Machine 02 P.107

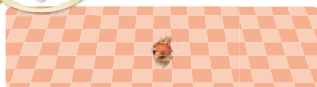


Effective Poké Assists **Water Ground Rock**

Attacks	Attack Method	Damage
[F]	Scatters fire	4
[F]	Fiery beam	?
[F]	Spits fire	9
[F]	Rushing attack	?

Charizard attacks by scattering five fireballs forward that spread out, by shooting a beam of fire that stretches forward, by spitting a huge stream of fire, or by rushing. You cannot use a Poké Assist during this battle in the sky, so wait for it to stop attacking, and then loop quickly as many times as you can.

## R-211 Torchic

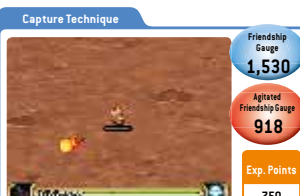


Group **Fire**  
Field Move **Burn** [F]  
Poké Assist **Fire Pillar (Forward)** [F] (Level 2)



Two pillars of fire erupt in front, and then suddenly eight pillars erupt at once, burning for a short time.

Primary Location  
Pre-Ending Faldera Volcano 04 P.13  
Post-Ending Faldera Volcano 04 P.13



Effective Poké Assists **Water Ground Rock**

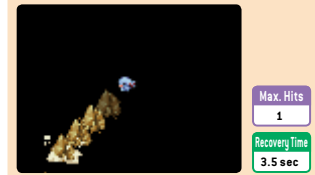
Attacks	Attack Method	Damage
[F]	Scatters fire	2
[F]	Fire pillar	2

Torchic attacks by throwing a fireball forward, aiming offscreen, or by creating a pillar of fire on the ground. From the time it stops attacking until the beginning of its next attack is your chance to loop it quickly to fill its Friendship Gauge.

## R-209 Phanpy

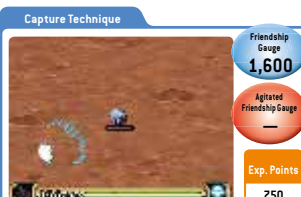


Group **Ground**  
Field Move **Tackle** [F]  
Poké Assist **Ground split (Forward)** [F] (Level 2)



Splits the ground in a straight line forward. Before it reaches the edge of the screen, it begins to disappear, starting from Phanpy's location.

Primary Location  
Pre-Ending Faldera Volcano 02 P.13  
Post-Ending Faldera Volcano 02 P.13



Effective Poké Assists **Grass Water Ice**

Attacks	Attack Method	Damage
[F]	Shock wave	3
[F]	Splits the ground	2

Phanpy attacks by throwing a shock wave forward or by splitting the ground nearby. When it stops attacking, take the chance to loop it quickly before its next attack. Keep looping until the Friendship Gauge is full.

## R-212 Combusken

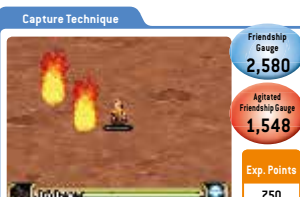


Group **Fire**  
Field Move **Crush** [F]  
Poké Assist **Fire pillar (Forward)** [F] (Level 3)



Three pillars of fire erupt in front, and then suddenly ten pillars erupt at once, burning for a short time.

Primary Location  
Pre-Ending Faldera Volcano 08 P.14  
Post-Ending Faldera Volcano 08 P.14



Effective Poké Assists **Water Ground Rock**

Attacks	Attack Method	Damage
[F]	Scatters fire	5
[F]	Fire pillar	3
[F]	Scatters fire	3
[F]	Fire pillar	2

Combusken attacks with two types of attacks that scatter three fireballs that spread out and forward, or with two types of attacks that create two pillars of fire on the ground. While they look identical, they differ in damage. Loop Combusken, being careful not to touch the pillars of fire.

## R-213 Blaziken



Group **Fire**  
Field Move **Crush**  
Poké Assist **Fire pillar (Forward)** (Level 4)

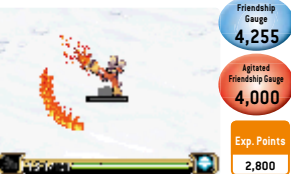


Three pillars of fire erupt in front, and then suddenly ten pillars erupt at once, burning for a short time.

### Primary Location

Pre-Ending —  
Post-Ending Faldera Volcano 10 P. 14

### Capture Technique



Effective Poké Assists **Water Ground Rock**

Attacks	Attack Method	Damage
Scatters fire	I	5
Fire pillar	II	3
Scatters fire	III	5

Blaziken attacks with two types of attacks that involve throwing ten fireballs that spread forward and out, or it shoots a pillar of fire straight forward, aiming offscreen. The two fireball attacks differ in the amount of time that elapses before the attack begins. Loop it quickly before it attacks again.

## R-216 Larvitar



Group **Ground**  
Field Move **Crush**  
Poké Assist **Ground split (Surrounding)** (Level 2)

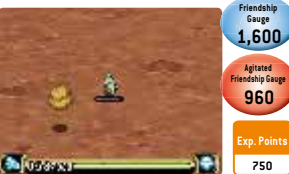


The ground splits four times in three places, rotating left around Larvitar, then disappears, starting from where it began.

### Primary Location

Pre-Ending Faldera Volcano 06 P. 13  
Post-Ending Faldera Volcano 06 P. 13

### Capture Technique



Effective Poké Assists **Grass Water Ice**

Attacks	Attack Method	Damage
Scatters rocks	I	3
Scatters rocks	II	3

Larvitar uses two types of attacks that involve throwing rocks forward. When "I" is displayed, it will wait briefly before attacking, and when "II" is displayed, it will attack immediately. Once it stops attacking, loop it quickly before it attacks again.

## R-214 Numel



Group **Fire**  
Field Move **Burn**  
Poké Assist **Fire Pillar (Forward)** (Level 2)

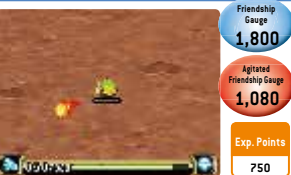


Two pillars of fire erupt in front, and then suddenly eight pillars erupt at once, burning for a short time.

### Primary Location

Pre-Ending Faldera Volcano 03 P. 13  
Post-Ending Faldera Volcano 03 P. 13

### Capture Technique



Effective Poké Assists **Water Ground Rock**

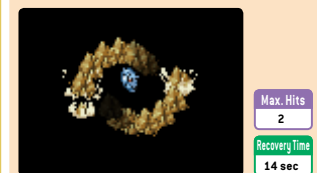
Attacks	Attack Method	Damage
Scatters fire	I	4
Fire pillar	II	2
Fire pillar	III	2

Numel attacks by throwing a fireball forward, aiming offscreen, or by using a fire-pillar attack. Loop Numel, being careful not to touch the fire pillar.

## R-217 Pupitar



Group **Ground**  
Field Move **Crush**  
Poké Assist **Ground split (Surrounding)** (Level 3)



The ground splits five times in two places, rotating left around Pupitar, then disappears, starting from where it began.

### Primary Location

Pre-Ending Faldera Volcano 08 P. 14  
Post-Ending Faldera Volcano 08 P. 14

### Capture Technique



Effective Poké Assists **Grass Water Ice**

Attacks	Attack Method	Damage
Rushing attack	I	4
Rushing attack	II	4

Pupitar uses two types of rushing attacks. When "I" is displayed, it will wait a moment before attacking, and when "II" is displayed, it will attack immediately. Loop quickly during the interval between attacks to fill the Friendship Gauge.

## R-215 Camerupt



Group **Fire**  
Field Move **Burn**  
Poké Assist **Fire pillar (Forward)** (Level 4)

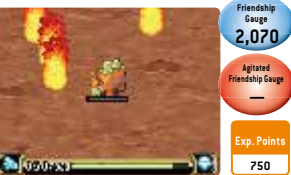


Three pillars of fire erupt in front, and then suddenly ten pillars erupt at once, burning for a short time.

### Primary Location

Pre-Ending Faldera Volcano 03 P. 13  
Post-Ending Faldera Volcano 03 P. 13

### Capture Technique



Effective Poké Assists **Water Ground Rock**

Attacks	Attack Method	Damage
Scatters fire	I	4
Fire pillar	II	4
Fire pillar	III	4

Camerupt attacks by throwing a fireball forward, aiming offscreen, or by creating four pillars of fire erupting from the ground. Wait for the fire pillars to disappear before trying to loop Camerupt.

## R-218 Tyranitar



Group **Rock**  
Field Move **Crush**  
Poké Assist **Drops rocks (Surrounding)** (Level 5)

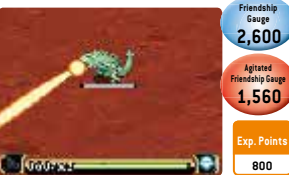


Drops 30 large rocks around itself that break upon hitting the ground.

### Primary Location

Pre-Ending Faldera Volcano 12 P. 14  
Post-Ending Faldera Volcano 12 P. 14

### Capture Technique



Effective Poké Assists **Grass Water Fighting Ground Steel**

Attacks	Attack Method	Damage
Strong beam	I	5
Drops rocks	II	5
Dark wave	III	3

Tyranitar attacks by shooting a strong beam straight offscreen, by dropping eight rocks on the ground, covering the screen, or by firing a dark wave that covers the screen. When Tyranitar uses any attack other than the beam, it's best to just lift your stylus off the screen to dodge, and loop when you spot an opportunity.



## R-219 Bagon

**Group** Dragon

**Field Move** Tackle [1]

**Poké Assist** Blue flame (Single-shot) [1] (Level 2)

Throws a small blue fireball forward that disappears when it gets offscreen.

**Max. Hits** 5

**Recovery Time** 5 sec

**Primary Location**

Pre-Ending Mt. Sorbet [01] P.17

Post-Ending Mt. Sorbet [01] P.17

**Capture Technique**

Friendship Gauge 2,700

Agitated Friendship Gauge —

Exp. Points 1,400

**Effective Poké Assists** Ice Dragon

Attacks	Attack Method	Damage
[1]	Shock wave	2
[1]	Scatters blue fireball	4

Bagon attacks by throwing a shock wave forward or by throwing a blue fireball forward, aiming offscreen. While Bagon's attacking, dodge by getting behind it. Once it stops attacking, loop it quickly to capture.

## R-222 Scyther

**Group** Bug

**Field Move** Cut [1]

**Poké Assist** —

Cannot accompany you

**Primary Location**

Pre-Ending Faldra Volcano\* [11] P.14

Post-Ending Capture Machine [04] P.107

**Capture Technique**

Friendship Gauge 1,800

Agitated Friendship Gauge 1,080

Exp. Points 750

**Effective Poké Assists** Fire Flying Rock

Attacks	Attack Method	Damage
[1]	Cutting attack	6
[1]	Scatters white blades	6

Scyther uses a scratching and cutting attack or attacks by throwing two white blades forward. It moves and jumps around quickly, so it's difficult to loop it for any length of time. Wait for it to stop attacking, and then loop a little at a time.

\*Appears in a battle with the Pinchers.

## R-220 Shelgon

**Group** Dragon

**Field Move** Tackle [1]

**Poké Assist** Blue flame (Single-Shot) [1] (Level 3)

Throws a somewhat large blue fireball forward that disappears when it gets offscreen.

**Max. Hits** 8

**Recovery Time** 7 sec

**Primary Location**

Pre-Ending Faldra Volcano [06] P.13

Post-Ending Faldra Volcano [06] P.13

**Capture Technique**

Friendship Gauge 1,800

Agitated Friendship Gauge 1,080

Exp. Points 750

**Effective Poké Assists** Ice Dragon

Attacks	Attack Method	Damage
[1]	Scatters blue fireballs	4
[1]	Rushing attack	2

Shelgon attacks by scattering a large number of blue fireballs forward, aiming offscreen, or by rushing forward. It's dangerous to try to loop it while it's attacking. Wait for its attack to stop, and then loop quickly before it begins the next one.

## R-223 Scizor

**Group** Steel

**Field Move** Cut [1]

**Poké Assist** —

Cannot accompany you

**Primary Location**

Pre-Ending Sky Fortress\* [12] P.21

Post-Ending Capture Machine [03] P.107

**Capture Technique**

Friendship Gauge 2,000

Agitated Friendship Gauge 1,200

Exp. Points 2,400

**Effective Poké Assists** Fire Fighting Ground

Attacks	Attack Method	Damage
[1]	Cutting attack (Big)	6
[1]	Poking attack	4

Scizor attacks with a large, scratching and cutting attack, or with a poking attack. Just like Scyther, Scizor moves and jumps around quickly, so it's difficult to loop it continuously. Keep an eye out for any chance, and loop it bit by bit.

\*Appears in a battle with the Steelhead.

## R-221 Salamence

**Group** Dragon

**Field Move** Burn [1]

**Poké Assist** Blue fire (Single Shot) [1] (Level 5)

Throws a very large blue fireball forward that disappears when it gets offscreen.

**Max. Hits** 10

**Recovery Time** 15 sec

**Primary Location**

Pre-Ending Mt. Sorbet [14] P.17

Post-Ending Mt. Sorbet [14] P.17

**Capture Technique**

Friendship Gauge 4,810

Agitated Friendship Gauge —

Exp. Points 2,800

**Effective Poké Assists** Ice Dragon

Attacks	Attack Method	Damage
[1]	Scatters blue fireballs (Big)	4
[1]	Blue flame pillar	2
[1]	Shock wave	6

Salamence attacks by scattering a large blue flame forward, aiming offscreen, by creating a pillar of blue flames that stretches straight forward and offscreen, or by surrounding itself with a shock wave. Loop it as quickly as you can between attacks.

## R-224 Beldum

**Group** Steel

**Field Move** Crush [1]

**Poké Assist** Scatters steel spheres [1] (Level 2)

Throws a steel sphere forward that moves slowly, aiming offscreen.

**Max. Hits** 27

**Recovery Time** 5 sec

**Primary Location**

Pre-Ending Wireless Tower [04] P.8

Post-Ending Wireless Tower [04] P.8

**Capture Technique**

Friendship Gauge 1,400

Agitated Friendship Gauge 840

Exp. Points 800

**Effective Poké Assists** Fire Fighting Ground

Attacks	Attack Method	Damage
[1]	Shock wave	3
[1]	Shock wave	3

Beldum uses two types of shock wave attacks. When "!" appears, it will wait briefly before attacking, and when "!!" appears, it will attack immediately. From the end of one of Beldum's attacks until the beginning of the next, loop it quickly to capture it.

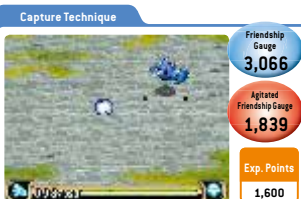
## R-225 Metang



Group **Steel**  
Field Move **Crush**  
Poké Assist **Scatters steel spheres** (Level 4)



Primary Location  
Pre-Ending Oblivia Ruins P. 09 P. 18  
Post-Ending Oblivia Ruins P. 09 P. 18



Effective Poké Assists: Fire, Fighting, Ground

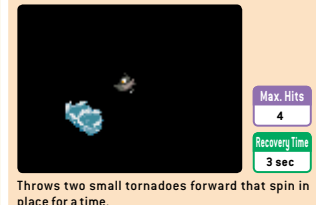
Attacks	Attack Method	Damage
	Shock wave	5
	Strange orbs	3
	Strange orbs	3

Metang attacks with a shock wave blast forward or dropping a strange orb on the ground. When Metang stops attacking and starts floating around, that's your chance to loop it.

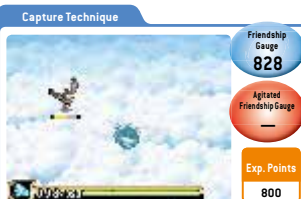
## R-228 Starly



Group **Flying**  
Field Move **Cut**  
Poké Assist **Tornado (Forward)** (Level 2)



Primary Location  
Pre-Ending Sky P. 23-24  
Post-Ending Sky P. 23-24



Effective Poké Assists: Electric, Ice, Rock

Attacks	Attack Method	Damage
	Scatters tornadoes	3

Starly attacks by throwing a small tornado forward, aiming offscreen. After it attacks, it will fly around for a time—that's your chance. Loop it quickly to fill its Friendship Gauge before its next attack.

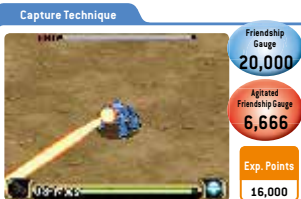
## R-226 Metagross



Group **Steel**  
Field Move **Crush**  
Poké Assist **Metagross Impact\*1** (Level 5)



Primary Location  
Pre-Ending Mt. Laguda\*2 S. 11 P. 20  
Post-Ending Capture Machine O. 03 P. 107



Effective Poké Assists: Fire, Fighting, Ground

Attacks	Attack Method	Damage
	Continuous beam	9
	Strange orbs	4
	Strong beam	12
	Strange barrier	4

Metagross attacks with a continuous beam, with a strong beam, or with a barrier made of rotating strange orbs, or it drops four strange orbs to the ground. All of its attacks have an extensive reach, so it is best to dodge by lifting your stylus off the screen. When it stops attacking, that's your chance to loop it.

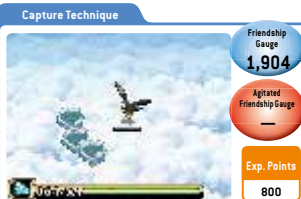
## R-229 Staravia



Group **Flying**  
Field Move **Cut**  
Poké Assist **Tornado (Forward)** (Level 3)



Primary Location  
Pre-Ending Sky P. 23-24  
Post-Ending Sky P. 23-24



Effective Poké Assists: Electric, Ice, Rock

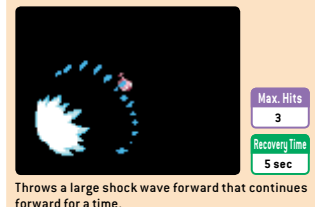
Attacks	Attack Method	Damage
	Scatters tornadoes	5
	Creates tornado	2

Staravia attacks by scattering three tornadoes forward or by creating a tornado that stays on the ground for a time. Once it stops attacking, that's your chance, but it moves around quickly, so it's easy for your Line to get cut. Calm down and loop it quickly.

## R-227 Happiny



Group **Normal**  
Field Move **Crush**  
Poké Assist **Shock wave** (Level 2)



Primary Location  
Pre-Ending Noir Forest O. 05 P. 9  
Post-Ending Noir Forest O. 05 P. 9



Effective Poké Assists: Fighting

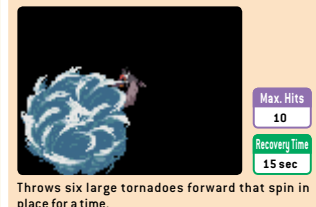
Attacks	Attack Method	Damage
	Throws rocks	3

Happiny attacks by throwing rocks forward. When Happiny's attacking, it's easy to dodge by moving behind it. From the time that one attack stops to the beginning of the next attack, loop Happiny quickly and fill its Friendship Gauge.

## R-230 Staraptor



Group **Flying**  
Field Move **Fly**  
Poké Assist **Tornado (Forward)** (Level 5)



Primary Location  
Pre-Ending Hinder Cape (first appearance) P. 7  
Post-Ending Hinder Cape (first appearance) P. 7



Effective Poké Assists: Electric, Ice, Rock

Attacks	Attack Method	Damage
	Scatters tornadoes	5
	Scatters tornadoes	5

Staraptor uses two types of attacks that involve scattering three tornadoes forward. When "!" appears, it waits briefly before attacking, and when "!!" appears, it will attack immediately. It moves around quickly, so wait for it to hold still, and take that chance to loop it quickly.

\*1 Assist Level is 6 when called with a Charged Sign.  
\*2 Appears as part of an event.



## R-231 Skarmory

**Group** Steel

**Field Move** Tackle (F)

**Poké Assist** Light wind (L) (Level 5)

**Max. Hits** 5

**Recovery Time** 10 sec

Scatters 16 light winds that continue forward offscreen.

**Primary Location**

Pre-Ending	Sky	P. 24
Post-Ending	Sky	P. 24

**Capture Technique**

Friendship Gauge: 2,240

Agitated Friendship Gauge: —

Exp. Points: 1,200

**Effective Poké Assists** Fire Fighting Ground

Attacks	Attack Method	Damage
Scatters tornadoes		5
Scatters tornadoes (Big)		3

Skarmory attacks by scattering five tornadoes that spread out or by scattering one large tornado that moves forward slowly. When the tornadoes disappear, Skarmory will fly around for a bit—that's your chance. Chase after it and loop it quickly.

## R-234 Chatot

**Group** Flying

**Field Move** Tackle (F)

**Poké Assist** Tornado (Surrounding) (L) (Level 2)

**Max. Hits** 15

**Recovery Time** 5 sec

Four small tornadoes surround Chatot. They rotate for a time before scattering.

**Primary Location**

Pre-Ending	Sky	P. 23–24
Post-Ending	Sky	P. 23–24

**Capture Technique**

Friendship Gauge: 966

Agitated Friendship Gauge: —

Exp. Points: 500

**Effective Poké Assists** Electric Ice Rock

Attacks	Attack Method	Damage
Scatters musical notes		4
Scatters tornadoes		4

Chatot attacks by throwing out a musical note or by scattering three tornadoes forward that spread out. When it stops attacking and the floating musical note has disappeared from the screen, loop Chatot quickly to fill its Friendship Gauge and capture it.

## R-232 Drifloon

**Group** Ghost

**Field Move** Tackle (F)

**Poké Assist** Malice sphere (Forward) (L) (Level 1)

**Max. Hits** 3

**Recovery Time** 3 sec

A singular sphere of malice rotates in front of Drifloon once and disappears.

**Primary Location**

Pre-Ending	Sky	P. 23–24
Post-Ending	Sky	P. 23–24

**Capture Technique**

Friendship Gauge: 380

Agitated Friendship Gauge: —

Exp. Points: 60

**Effective Poké Assists** Ghost Dark

Attacks	Attack Method	Damage
Scatters strange orbs		3

Drifloon attacks by throwing a strange orb forward, aiming offscreen. There's a lot of time between attacks, and Drifloon moves slowly, so it's not difficult to loop it. Loop continuously before its next attack to capture it.

## R-235 Smeargle

**Group** Normal

**Field Move** Tackle (F)

**Poké Assist** Shock wave (L) (Level 2)

**Max. Hits** 3

**Recovery Time** 5 sec

Sends a large shock wave forward that will keep going for a short distance.

**Primary Location**

Pre-Ending	Aqua Resort	01 P. 15
Post-Ending	Aqua Resort	01 P. 15

**Capture Technique**

Friendship Gauge: 1,904

Agitated Friendship Gauge: —

Exp. Points: 800

**Effective Poké Assists** Fighting

Attacks	Attack Method	Damage
Scatters green blobs		4
Green sphere		2
Green sphere		2

Smeargle attacks by throwing a green blob forward or by throwing two kinds of green sphere that remain on the ground. Loop Smeargle, being careful not to touch the green sphere.

## R-233 Drifblim

**Group** Ghost

**Field Move** Psy Power (P)

**Poké Assist** Malice sphere (Forward) (L) (Level 2)

**Max. Hits** 3

**Recovery Time** 3 sec

Three spheres of malice rotate in front of Drifblim once and disappear.

**Primary Location**

Pre-Ending	Sky	P. 23–24
Post-Ending	Sky	P. 23–24

**Capture Technique**

Friendship Gauge: 1,350

Agitated Friendship Gauge: —

Exp. Points: 350

**Effective Poké Assists** Ghost Dark

Attacks	Attack Method	Damage
Scatters strange orbs		4
Scatters strange orbs		4

Drifblim uses two types of attacks that involve scattering three strange orbs forward. When "I" is displayed, it waits a moment before attacking, and when "II" is displayed, it attacks immediately. Wait for its attack to stop, and then loop it quickly before its next attack.

## R-236 Snubbull

**Group** Normal

**Field Move** Tackle (F)

**Poké Assist** Shock wave (L) (Level 2)

**Max. Hits** 3

**Recovery Time** 5 sec

Sends a large shock wave forward that will keep going for a short distance.

**Primary Location**

Pre-Ending	Aqua Resort	01 P. 15
Post-Ending	Aqua Resort	01 P. 15

**Capture Technique**

Friendship Gauge: 1,904

Agitated Friendship Gauge: 1,142

Exp. Points: 800

**Effective Poké Assists** Fighting

Attacks	Attack Method	Damage
Shock wave		4
Throws shock wave		2

Snubbull attacks by surrounding itself with a shock wave or by throwing a shock wave forward. While it is attacking, you can dodge by staying to the corners of the screen. From the time that one attack ends to the beginning of the next attack, loop it quickly to fill the Friendship Gauge.

## R-237 Granbull

**Group** Normal

**Field Move** Tackle

**Poké Assist** Shock wave (Level 4)

**Max. Hits** 4

**Recovery Time** 10 sec

Sends a large shock wave forward that will keep going straight offscreen.

**Primary Location**

**Pre-Ending** Aqua Resort (01 P. 15)

**Post-Ending** Aqua Resort (01 P. 15)

**Capture Technique**

Friendship Gauge: 2,912

Agitated Friendship Gauge: —

Exp. Points: 800

**Effective Poké Assists**

**Attacks**

Attack Method	Damage
Biting attack	6
Shock wave	3

Granbull attacks by biting with large teeth, or by surrounding itself with a shock wave. From the time that one attack ends to the beginning of the next attack is your chance to loop Granbull as it runs around. Chase after Granbull and loop it quickly.

## R-240 Cleffa

**Group** Normal

**Field Move** Tackle

**Poké Assist** Scatters hearts (Surrounding) (Level 2)

**Max. Hits** 7

**Recovery Time** 5 sec

Shoots out six hearts that float and flutter around for a time.

**Primary Location**

**Pre-Ending** Canal Ruins (01 P. 16)

**Post-Ending** Canal Ruins (01 P. 16)

**Capture Technique**

Friendship Gauge: 1,904

Agitated Friendship Gauge: —

Exp. Points: 1,000

**Effective Poké Assists**

**Attacks**

Attack Method	Damage
Shock wave	4
Shock wave	4

Cleffa uses two types of shock waves as an attack. When "!" is displayed, it will wait a moment before attacking, and when "!!" is displayed it will attack immediately. When it's attacking, dodge by moving to one of the corners of the screen, and loop between attacks.

## R-238 Carnivine

**Group** Grass

**Field Move** Cut

**Poké Assist** Leaf blade (Level 2)

**Max. Hits** 3

**Recovery Time** 3 sec

Surrounds its body with six leaf blades that spin quickly for a time.

**Primary Location**

**Pre-Ending** Sophian Road (04 P. 15)

**Post-Ending** Sophian Road (04 P. 15)

**Capture Technique**

Friendship Gauge: 3,066

Agitated Friendship Gauge: —

Exp. Points: 1,400

**Effective Poké Assists**

Poison Fire Ice Flying Bug

**Attacks**

Attack Method	Damage
Scatters leaves	4
Seeds that sprout ivy	2
Seeds that sprout ivy	2

Carnivine attacks by scattering three leaves forward that spread out, or two kinds of attacks by throwing seeds that sprout into ivy. Loop Carnivine, being careful not to touch the ivy.

## R-241 Girafarig

**Group** Psychic

**Field Move** Tackle

**Poké Assist** Strange sphere (Paused) (Level 2)

**Max. Hits** 4

**Recovery Time** 8 sec

Scatters five strange spheres forward that spread out as they continue offscreen. Touching these causes Paused status.

**Primary Location**

**Pre-Ending** Canal Ruins (01 P. 16)

**Post-Ending** Canal Ruins (01 P. 16)

**Capture Technique**

Friendship Gauge: 2,580

Agitated Friendship Gauge: —

Exp. Points: 1,000

**Effective Poké Assists**

Bug Ghost Dark

**Attacks**

Attack Method	Damage
Scatters strange orbs	4
Strange spheres	2
Strange spheres	2

Girafarig attacks by scattering a large quantity of strange spheres over the screen, or by dropping two kinds of strange spheres that remain on the ground. When it stops attacking, loop it quickly to capture.

## R-239 Politoed

**Group** Water

**Field Move** Soak

**Poké Assist** Scatters bubbles (Forward) (Level 3)

**Max. Hits** 1

**Recovery Time** 7 sec

Scatters ten bubbles forward that continue offscreen without popping.

**Primary Location**

**Pre-Ending** Canal Ruins (01 P. 16)

**Post-Ending** Canal Ruins (01 P. 16)

**Capture Technique**

Friendship Gauge: 2,193

Agitated Friendship Gauge: —

Exp. Points: 1,000

**Effective Poké Assists**

Grass Electric

**Attacks**

Attack Method	Damage
Scatters water	4
Water sphere	2
Scatters bubbles	2

Politoed attacks by shooting a ball of water forward, aiming offscreen, or throwing a sphere of water that remains on the ground, or scattering two bubbles forward. The time between its attacks is your chance to loop it. Loop quickly to capture it before its next attack.

## R-242 Dodrio

**Group** Normal

**Field Move** Tackle

**Poké Assist** Shock wave (Level 5)

**Max. Hits** 9

**Recovery Time** 15 sec

Throws a large shock wave forward that continues straight offscreen.

**Primary Location**

**Pre-Ending** Canal Ruins (05 P. 16)

**Post-Ending** Canal Ruins (05 P. 16)

**Capture Technique**

Friendship Gauge: 2,580

Agitated Friendship Gauge: 1,548

Exp. Points: 1,200

**Effective Poké Assists**

Fighting

**Attacks**

Attack Method	Damage
Rushing attack	8
Rushing attack	8

Dodrio uses two types of rushing attack. When "!" is displayed, it will wait briefly before attacking, and when "!!" is displayed, it will attack immediately. It moves very quickly, so when it stands in place, that's your chance to loop it quickly.

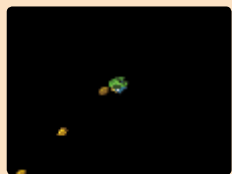


## R-243 Lotad

Group **Grass**

Field Move **Cut** [1]

Poké Assist **Scatters seeds** [Level 2]



Max. Hits: 1  
Recovery Time: 5 sec

Spits six seeds that continue forward offscreen.

Primary Location

Pre-Ending Silver Falls (M 06 P. 15)

Post-Ending Silver Falls (M 06 P. 15)

Capture Technique

Friendship Gauge: 2,193

Agitated Friendship Gauge

Exp. Points: 1,000

Effective Poké Assists: Poison, Fire, Ice, Flying, Bug

Attacks	Attack Method	Damage
Scatters leaves		4
Seeds that grow ivy		2
Seeds that grow ivy		2

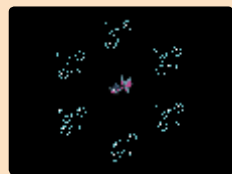
Lotad attacks by scattering leaves in three directions surrounding itself, or two kinds of attacks by throwing seeds that sprout into ivy. Being careful not to touch the ivy, loop the moving Lotad.

## R-246 Finneon

Group **Water**

Field Move **Cut** [1]

Poké Assist **Scatters bubbles (Surrounding)** [Level 2]



Max. Hits: 5  
Recovery Time: 3 sec

Scatters bubbles that surround and spin around Finneon for a short time.

Primary Location

Pre-Ending Canal Ruins (M 08 P. 16)

Post-Ending Canal Ruins (M 08 P. 16)

Capture Technique

Friendship Gauge: 1,620

Agitated Friendship Gauge

Exp. Points: 1,000

Effective Poké Assists: Grass, Electric

Attacks	Attack Method	Damage
Scatters water		4
Scatters bubbles		2

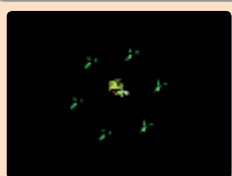
Finneon attacks by sending a sphere of water or a bubble forward. While it's attacking, dodge by getting behind it. When it stops attacking, loop it quickly to fill its Friendship Gauge.

## R-244 Lombre

Group **Grass**

Field Move **Cut** [2]

Poké Assist **Leaf blades** [Level 3]



Max. Hits: 3  
Recovery Time: 3 sec

Surrounds its body with six leaf blades that spin somewhat quickly for a time.

Primary Location

Pre-Ending Canal Ruins (M 04 P. 16)

Post-Ending Canal Ruins (M 04 P. 16)

Capture Technique

Friendship Gauge: 2,967

Agitated Friendship Gauge

Exp. Points: 1,000

Effective Poké Assists: Poison, Fire, Ice, Flying, Bug

Attacks	Attack Method	Damage
Scatters leaves		4
Seeds that grow ivy		2
Seeds that grow ivy		2


Lombre attacks by scattering three leaves forward that spread out, or by throwing a seed that sprouts into ivy. After it attacks, loop it quickly before its next attack.

## R-247 Lumineon

Group **Water**

Field Move **Cut** [2]

Poké Assist **Scatters bubbles (Surrounding)** [Level 3]



Max. Hits: 5  
Recovery Time: 7 sec

Lumineon scatters bubbles that spin around it for a short time.

Primary Location

Pre-Ending Undersea Cavern (M 01 P. 19)

Post-Ending Undersea Cavern (M 01 P. 19)

Capture Technique

Friendship Gauge: 2,580

Agitated Friendship Gauge

Exp. Points: 2,200

Effective Poké Assists: Grass, Electric

Attacks	Attack Method	Damage
Scatters water		4
Scatters bubbles		2
Scatters bubbles		2

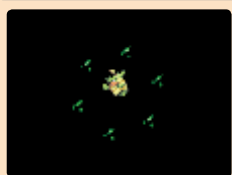
Lumineon attacks by scattering a spray of water or two bubbles forward. While Lumineon is attacking, dodge by moving behind it. When it stops attacking, that's your chance to loop.

## R-245 Ludicolo

Group **Grass**

Field Move **Cut** [2]

Poké Assist **Leaf Blades** [Level 4]



Max. Hits: 4  
Recovery Time: 7 sec

Surrounds its body with six leaf blades that spin somewhat quickly for a time.

Primary Location

Pre-Ending Canal Ruins (M 05 P. 16)

Post-Ending Canal Ruins (M 05 P. 16)

Capture Technique

Friendship Gauge: 2,967

Agitated Friendship Gauge

Exp. Points: 1,000

Effective Poké Assists: Poison, Fire, Ice, Flying, Bug

Attacks	Attack Method	Damage
Scatters musical notes		4
Scatters musical notes		4

Ludicolo uses two types of attack that involves scattering two musical notes in three waves. When "!" is displayed, it will wait briefly before attacking, and when "!!" is displayed, it will attack immediately. Wait for the attacks to stop and the musical notes to disappear before looping it quickly.

## R-248 Relicanth

Group **Water**

Field Move **Crush** [2]

Poké Assist **Water sphere** [Level 2]



Max. Hits: 1  
Recovery Time: 5 sec

Throws a spray of water forward that continues heading offscreen.

Primary Location

Pre-Ending Canal Ruins (M 09 P. 16)

Post-Ending Canal Ruins (M 09 P. 16)

Capture Technique

Friendship Gauge: 2,580

Agitated Friendship Gauge

Exp. Points: 1,000

Effective Poké Assists: Grass, Electric

Attacks	Attack Method	Damage
Rushing attack		4
Rushing attack		2

Relicanth uses two kinds of rushing attacks. When "!" is displayed, it waits a moment before attacking, and when "!!" is displayed, it attacks immediately but deals less damage. Loop it quickly between its attacks.

## R-249 Suicune



Group Water  
Field Move —  
Poké Assist —

Cannot accompany you

### Primary Location

Pre-Ending Canal Ruins\* 02 P. 16  
Post-Ending Capture Machine 01 P. 107

### Capture Technique



Friendship Gauge 12,900  
Agitated Friendship Gauge 3,225  
Exp. Points 7,000

Effective Grass Electric  
Poké Assists

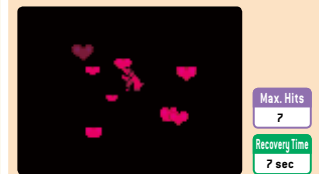
Attacks	Attack Method	Damage
	Scatters whirlpool	6
	Water beam	6
	Tempestuous water pillar	6
	Ice pillar (big)	6

Suicune attacks by scattering three whirlpools forward, surrounding itself with a tempestuous water pillar, shooting a beam of water, or creating four large pillars of ice. When it stops attacking, that's a small chance to loop it little by little.

## R-252 Lopunny



Group Normal  
Field Move Crush  
Poké Assist Scatters hearts (Surrounding) (Level 4)



Twelve hearts surround Lopunny and float around for a time.

### Primary Location

Pre-Ending Mt. Sorbet 09 P. 17  
Post-Ending Mt. Sorbet 09 P. 17

### Capture Technique



Friendship Gauge 3,105  
Agitated Friendship Gauge —  
Exp. Points 1,400

Effective Fighting  
Poké Assists

Attacks	Attack Method	Damage
	Shock wave	4

Lopunny attacks by surrounding itself with a shock wave. It moves by hopping around, so it's difficult to loop it. Just before it attacks, it will stand in place for a moment. Don't overlook these small chances to loop it little by little.

\*Appears in an event.

## R-250 Lickilicky



Group Normal  
Field Move Crush  
Poké Assist Shock wave (Level 2)



Throws a large shock wave that continues forward for a time.

### Primary Location

Pre-Ending Canal Ruins 05 P. 16  
Post-Ending Canal Ruins 05 P. 16

### Capture Technique



Friendship Gauge 2,967  
Agitated Friendship Gauge —  
Exp. Points 1,000

Effective Fighting  
Poké Assists

Attacks	Attack Method	Damage
	Poking attack	4
	Poking attack	4

Lickilicky attacks with two types of poking attacks. When "!" is displayed, it will wait briefly before attacking, and when "!!" is displayed, it will attack immediately. Dodge by getting behind Lickilicky while it's attacking, and loop it between attacks.

## R-253 Spheal



Group Ice  
Field Move Crush  
Poké Assist Blizzard (Surrounding/Stopped) (Level 2)



Spheal surrounds itself with a small blizzard that causes Stopped status when touched.

### Primary Location

Pre-Ending Mt. Sorbet 04 P. 17  
Post-Ending Mt. Sorbet 04 P. 17

### Capture Technique



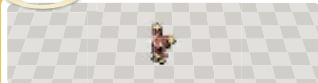
Friendship Gauge 2,700  
Agitated Friendship Gauge 1,620  
Exp. Points 1,400

Effective Fire Fighting Rock  
Poké Assists Steel

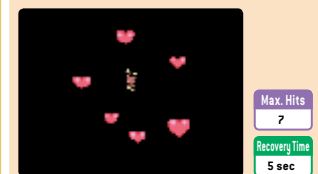
Attacks	Attack Method	Damage
	Scatters snow	4
	Ice pillar	2

Spheal attacks by scattering snow over a small patch in front of itself, or throwing three ice pillars to the ground. When the ice pillars are onscreen, it's difficult to loop Spheal. Wait for them to disappear, and Spheal to stop attacking, and loop it quickly to capture it easily.

## R-251 Buneary



Group Normal  
Field Move Crush  
Poké Assist Scatters hearts (Surrounding)\* (Level 2)



Six hearts surround Buneary and float around for a time.

### Primary Location

Pre-Ending Mt. Sorbet 02 P. 17  
Post-Ending Mt. Sorbet 02 P. 17

### Capture Technique



Friendship Gauge 2,700  
Agitated Friendship Gauge —  
Exp. Points 1,400

Effective Fighting  
Poké Assists

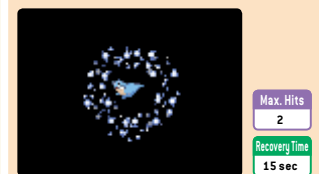
Attacks	Attack Method	Damage
	Shock wave	4

Buneary attacks by surrounding itself with a shock wave. It moves by hopping around, so it's easy for your Capture Line to get cut. Don't rush. Just calmly chase after Buneary and loop it. If you draw larger loops, it's easier to loop Buneary.

## R-254 Sealeo



Group Ice  
Field Move Crush  
Poké Assist Blizzard (Surrounding/Stopped) (Level 4)



Sealeo surrounds itself with a large blizzard that causes Stopped status when touched.

### Primary Location

Pre-Ending Mt. Sorbet 12 P. 17  
Post-Ending Mt. Sorbet 12 P. 17

### Capture Technique



Friendship Gauge 3,105  
Agitated Friendship Gauge 1,863  
Exp. Points 1,400

Effective Fire Fighting Rock  
Poké Assists Steel

Attacks	Attack Method	Damage
	Scatters snow	4
	Scatters snow	4

Sealeo uses two attacks that scatter a large quantity of snow across the screen. When "!" is displayed, it will wait briefly before attacking, and when "!!" is displayed, it will attack immediately. Dodge its attacks by getting behind it and waiting for the attack to stop, and then loop it quickly.

\*Assist Level is 3 when called with a Ranger Sign and 4 when called with a Charged Sign.



## R-255 Walrein



Group: Ice

Field Move: Crush

Poké Assist: Blizzard (Surrounding/Stopped) [Level 5]



Max. Hits: 1

Recovery Time: 20 sec

Scatters a blizzard in four directions that causes Stopped status when touched.

Primary Location

Pre-Ending: —

Post-Ending: Mt. Sorbet [0.12] P. 17

Capture Technique

Friendship Gauge: 4,810

Agitated Friendship Gauge: 2,886

Exp. Points: 2,800

Effective Poké Assists: Fire, Fighting, Rock, Steel

Attacks	Attack Method	Damage
Scatters snow	Scatters snow	4
Ice pillar	Ice pillar	2
Drops ice	Drops ice	2

Max. Hits: 2

Recovery Time: 15 sec

Walrein attacks by scattering a large quantity of snow forward, aiming offscreen, or by creating eight pillars of ice around itself, or by dropping three pillars of ice to the ground that remain on the ground for a time. Wait for it to stop attacking, and loop it bit by bit before its next attack.

## R-258 Abomasnow



Group: Ice

Field Move: Crush

Poké Assist: Ice spikes (Forward/Stopped) [Level 4]



Max. Hits: 2

Recovery Time: 15 sec

Drops ten ice spikes in a star shape that cause Stopped status when touched.

Primary Location

Pre-Ending: Mt. Sorbet [0.09] P. 17

Post-Ending: Mt. Sorbet [0.09] P. 17

Capture Technique

Friendship Gauge: 3,611

Agitated Friendship Gauge: —


Exp. Points: 1,600

Effective Poké Assists: Fire, Fighting, Rock, Steel

Attacks	Attack Method	Damage
Scatters snow	Scatters snow	4
Ice pillar	Ice pillar	2
Drops ice	Drops ice	2

Abomasnow attacks by scattering snow all over the screen, or creating three ice pillars, or dropping three ice spikes to the ground. While ice pillars are still on the ground, it's easy to take damage. As soon as they disappear, loop Abomasnow quickly.


## R-256 Delibird



Group: Ice

Field Move: Crush

Poké Assist: Blizzard (Surrounding/Stopped) [Level 2]



Max. Hits: 2

Recovery Time: 10 sec

Delibird surrounds itself with a small blizzard that causes Stopped status when touched.

Primary Location

Pre-Ending: Mt. Sorbet [0.04] P. 17

Post-Ending: Mt. Sorbet [0.04] P. 17

Capture Technique

Friendship Gauge: 2,240

Agitated Friendship Gauge: —

Exp. Points: 800

Effective Poké Assists: Fire, Fighting, Rock, Steel


Attacks	Attack Method	Damage
Scatters snow	Scatters snow	4
Ice pillar	Ice pillar	2
Ice pillar	Ice pillar	2

Max. Hits: 7

Recovery Time: 5 sec

Delibird attacks by scattering a large quantity of snow forward, aiming offscreen, or two kinds of attacks by surrounding itself with three ice pillars. Once the ice onscreen has disappeared, and the attacks have stopped, that's your chance to loop Delibird.


## R-259 Smoochum



Group: Psychic

Field Move: Teleport

Poké Assist: Scatters hearts (Surrounding/Stopped) [Level 2]



Max. Hits: 7

Recovery Time: 5 sec

Surrounds itself with six hearts that flutter and float about for a time.

Primary Location

Pre-Ending: Mt. Sorbet [0.09] P. 17

Post-Ending: Mt. Sorbet [0.09] P. 17

Capture Technique

Friendship Gauge: 2,700

Agitated Friendship Gauge: —

Exp. Points: 1,400

Effective Poké Assists: Bug, Ghost, Dark

Attacks	Attack Method	Damage
Scatters hearts	Scatters hearts	4
Willpower barrier	Willpower barrier	2
Strange spheres	Strange spheres	2

Smoochum attacks by scattering small hearts forward, or surrounding itself with a spinning barrier of strange orbs, or dropping a strange sphere on the ground that remains on the ground for a time. The second it stops attacking, loop it quickly, being careful not to touch the strange sphere.

## R-257 Snover



Group: Ice

Field Move: Crush

Poké Assist: Ice spikes (Forward/Stopped) [Level 2]



Max. Hits: 2

Recovery Time: 10 sec

Creates a line of five ice spikes stretching straight forward that cause Stopped status when touched.

Primary Location

Pre-Ending: Mt. Sorbet [0.04] P. 17

Post-Ending: Mt. Sorbet [0.04] P. 17

Capture Technique

Friendship Gauge: 2,700

Agitated Friendship Gauge: 1,620

Exp. Points: 1,400

Effective Poké Assists: Fire, Fighting, Rock, Steel


Attacks	Attack Method	Damage
Scatters leaves	Scatters leaves	4
Shoots snow	Shoots snow	2
Shoots snow	Shoots snow	2

Max. Hits: 1

Recovery Time: 8 sec

Snover attacks by scattering three leaves forward that spread out, or two kinds of attacks by surrounding itself with snow. Right after it stops attacking, and it starts moving around, loop it quickly.


## R-250 Chingling



Group: Psychic

Field Move: Teleport

Poké Assist: Strange rings (Stopped) [Level 2]



Max. Hits: 1

Recovery Time: 8 sec

Scatters three rings forward in two waves. Touching these causes Stopped status.

Primary Location

Pre-Ending: Oblivia Ruins [0.01] P. 18

Post-Ending: Oblivia Ruins [0.01] P. 18

Capture Technique

Friendship Gauge: 3,140

Agitated Friendship Gauge: —

Exp. Points: 1,600

Effective Poké Assists: Bug, Ghost, Dark

Attacks	Attack Method	Damage
Scatters musical notes	Scatters musical notes	3
Strange orb	Strange orb	2

Chingling attacks by scattering two musical notes around itself in three waves, or by throwing three strange spheres onto the ground that remain on the ground for a time. It moves by warping itself around the screen, so as soon as it appears, loop it quickly before it attacks to capture it.

R-261

Chimecho

Group

Psychic

Field Move

Teleport

Poké Assist

Strange rings (Stopped)

(Level 3)

Max. Hits

1

Recovery Time

9 sec

Scatters four strange rings forward in two waves. Touching these causes Stopped status.

Primary Location

Pre-Ending

Laguda Island

02

P. 20

Post-Ending

Laguda Island

02

P. 20

Capture Technique

Friendship Gauge

2,628

Agitated Friendship Gauge

—

Exp. Points

2,400

Effective Poké Assists

Bug

Ghost

Dark

Attacks

Attack Method	Damage
Scatters music notes	4
Willpower barrier	2

Chimecho attacks by scattering two musical notes around itself in six waves, or by surrounding itself with a spinning barrier of strange spheres. This barrier spins in a large circle around Chimecho, making it easy to take damage if you try to loop it. Wait for the barrier to disappear and then loop it quickly.

R-264

Riolu

Group

Fighting

Field Move

Crush

Poké Assist

Punch

(Level 3)

Max. Hits

1

Recovery Time

5 sec

Throws two large punches forward that explode and disappear.

Primary Location

Pre-Ending

Oblivia Ruins

02

P. 18

Post-Ending

Oblivia Ruins

02

P. 18

Capture Technique

Friendship Gauge

2,628

Agitated Friendship Gauge

1,576

Exp. Points

1,600

Effective Poké Assists

Flying

Psychic

Attacks

Attack Method	Damage
Punch	4
Punch	4

Riolu uses two kinds of a single attack—a punch thrown forward. When "!" is displayed, it will wait briefly before attacking, and when "!!" is displayed, it will attack immediately. Dodge Riolu's attacks by positioning your Capture Disc behind it, and when it's done attacking, loop it quickly.

R-262

Skorupi

Group

Poison

Field Move

Crush

Poké Assist

Poison sphere

(Level 3)

Max. Hits

7

Recovery Time

5 sec

Throws two poison spheres a distance in front of itself that remain on the ground for a time.

Primary Location

Pre-Ending

Oblivia Ruins

01

P. 18

Post-Ending

Oblivia Ruins

01

P. 18

Capture Technique

Friendship Gauge

2,628

Agitated Friendship Gauge

—

Exp. Points

1,600

Effective Poké Assists

Ground

Psychic

Attacks

Attack Method	Damage
Scatters poison stingers	4
Scatters toxic gas	2
Poison sphere	2

Skorupi attacks by scattering three poison stingers forward, aiming offscreen, scattering three clouds of toxic gas, or dropping a poison sphere on the ground that remain on the ground for a time. When it stops attacking, loop it quickly, being careful not to touch the poison sphere.

R-265

Lucario

Group

Fighting

Field Move

Crush

Poké Assist

Punch

(Level 4)

Max. Hits

1

Recovery Time

10 sec

Throws two punches forward that explode and disappear.

Primary Location

Pre-Ending

—

—

—

Post-Ending

Oblivia Ruins

10

P. 18

Capture Technique

Friendship Gauge

4,368

Agitated Friendship Gauge

—

Exp. Points

1,600

Effective Poké Assists

Flying

Psychic

Attacks

Attack Method	Damage
Punch	8
Scatters strange orbs	6

Lucario attacks by throwing a punch forward, and shooting a large quantity of strange spheres forward. When it's attacking, dodge by moving behind Lucario. It moves around very quickly, so calm down and loop it quickly.

R-263

Drapion

Group

Poison

Field Move

Crush

Poké Assist

Poison spheres

(Level 5)

Max. Hits

7

Recovery Time

15 sec

Throws six poison spheres a distance in front of itself that remain on the ground for a time.

Primary Location

Pre-Ending

Laguda Island

02

P. 20

Post-Ending

Laguda Island

02

P. 20

Capture Technique

Friendship Gauge

3,611

Agitated Friendship Gauge

2,166

Exp. Points

2,400

Effective Poké Assists

Ground

Psychic

Attacks

Attack Method	Damage
Scatters poison stingers	5
Shoots toxic gas	3
Poison spheres	3

Drapion attacks by scattering nine poison stingers, aiming offscreen, or by surrounding itself with toxic gas, or scattering a succession of seven poison spheres on the screen. While it's attacking with poison spheres, dodge by lifting your stylus off the screen. Once it stops attacking, that's your chance to loop it.

R-266

Houndour

Group

Dark

Field Move

Tackle

Poké Assist

Dark surge

(Level 3)

Max. Hits

1

Recovery Time

7 sec

Surrounds itself with four waves of a dark surge that spread out and disappear.

Primary Location

Pre-Ending

Oblivia Ruins

02

P. 18

Post-Ending

Oblivia Ruins

02

P. 18

Capture Technique

Friendship Gauge

2,628

Agitated Friendship Gauge

—

Exp. Points

1,600

Effective Poké Assists

Fighting

Bug

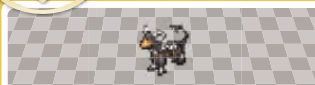
Attacks

Attack Method	Damage
Biting attack	5
Fire pillar	3
Fire pillar	3
Fire pillar	2

Houndour attacks by biting twice with large teeth, or by launching fire pillar attacks. When it stops attacking, loop it quickly, being careful not to touch the fire pillar.



## R-267 Houndoom



Group **Dark**  
Field Move **Burn** [F]  
Poké Assist **Dark surge** [D] (Level 4)



Max. Hits  
2  
Recovery Time  
10 sec

Surrounds itself with a succession of five dark surges that spread out and disappear.

### Primary Location

Pre-Ending Sky Fortress [D] 13 P. 22  
Post-Ending Sky Fortress [D] 13 P. 22

### Capture Technique



Friendship Gauge  
3,504  
Agitated Friendship Gauge  
2,102  
Exp. Points  
2,400

Effective Poké Assists **Fighting** **Bug**

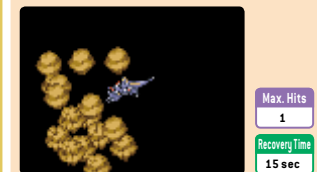
Attacks	Attack Method	Damage
	Scatters fire	4
	Dark surge	2
	Fire pillar	2

Houndoom attacks by scattering a large quantity of fireballs forward, aiming offscreen, or covering the screen in a dark surge, or shooting a pillar of fire. When it stops attacking, loop it quickly until its next attack and capture it.

## R-270 Araldo



Group **Rock**  
Field Move **Cut** [F]  
Poké Assist **Drops rocks** (Forward) [D] (Level 5)



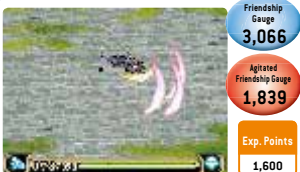
Max. Hits  
1  
Recovery Time  
15 sec

Drops 16 rocks at once in front of itself that break upon hitting the ground.

### Primary Location

Pre-Ending Oblivia Ruins [D] 11 P. 18  
Post-Ending Oblivia Ruins [D] 11 P. 18

### Capture Technique



Friendship Gauge  
3,066  
Agitated Friendship Gauge  
1,839  
Exp. Points  
1,600

Effective Poké Assists **Grass** **Water** **Fighting** **Ground** **Steel**

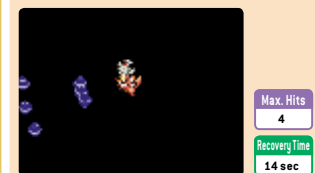
Attacks	Attack Method	Damage
	Cutting attack	4
	Mud sphere	2
	Shock wave	2

Araldo uses a scratching and cutting attack, throws a sphere of mud on the ground that remain for a time, or surrounds itself with a shock wave to attack. Trying to loop it while it's attacking will likely result in taking damage. When it stops attacking, loop it quickly, being careful not to touch the mud sphere.

## R-268 Slowking



Group **Psychic**  
Field Move **Teleport** [D]  
Poké Assist **Strange orbs** (Paused) [D] (Level 3)

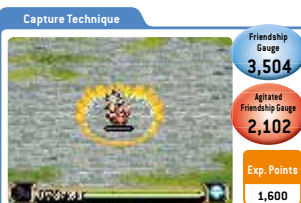


Max. Hits  
4  
Recovery Time  
14 sec

Scatters three strange orbs in two waves in front of itself. Touching these causes Paused status.

### Primary Location

Pre-Ending Oblivia Ruins [D] 07 P. 18  
Post-Ending Oblivia Ruins [D] 07 P. 18



Friendship Gauge  
3,504  
Agitated Friendship Gauge  
2,102  
Exp. Points  
1,600

Effective Poké Assists **Bug** **Ghost** **Dark**

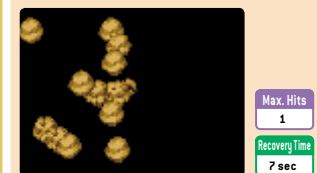
Attacks	Attack Method	Damage
	Shock wave	4
	Strange spheres	2
	Willpower barrier	2

Slowking attacks by surrounding itself with a shock wave, throwing three strange spheres to the ground, or surrounding itself with a rotating barrier of strange orbs. Dodge by moving away from Slowking while it's attacking, and when it stops its attack, loop it quickly until it begins the next attack.

## R-271 Kabuto



Group **Rock**  
Field Move **Crush** [D]  
Poké Assist **Drops rocks** (Forward) [D] (Level 3)

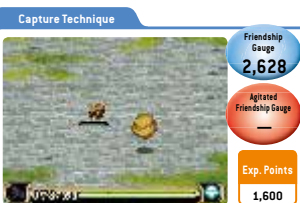


Max. Hits  
1  
Recovery Time  
7 sec

Drops 12 rocks in front of itself that break upon hitting the ground.

### Primary Location

Pre-Ending Oblivia Ruins [D] 14 P. 18  
Post-Ending Oblivia Ruins [D] 14 P. 18



Friendship Gauge  
2,628  
Agitated Friendship Gauge  
—  
Exp. Points  
1,600

Effective Poké Assists **Grass** **Water** **Fighting** **Ground** **Steel**

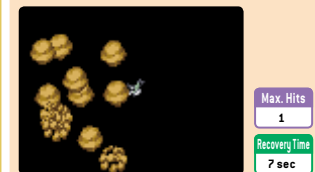
Attacks	Attack Method	Damage
	Scatters rocks	4
	Splits the ground	2

Kabuto attacks by throwing a rock forward, or making a small split in the ground. When it stops attacking, that's your chance to loop it as quickly as possible until its next attack. Loop it quickly until its Friendship Gauge is filled.

## R-269 Anorith



Group **Rock**  
Field Move **Cut** [F]  
Poké Assist **Drops rocks** (Forward) [D] (Level 3)

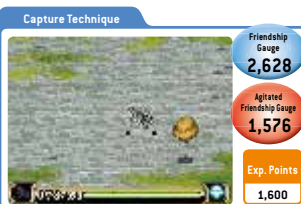


Max. Hits  
1  
Recovery Time  
7 sec

Drops 12 rocks in front of itself that break upon hitting the ground.

### Primary Location

Pre-Ending Oblivia Ruins [D] 11 P. 18  
Post-Ending Oblivia Ruins [D] 11 P. 18



Friendship Gauge  
2,628  
Agitated Friendship Gauge  
1,576  
Exp. Points  
1,600

Effective Poké Assists **Grass** **Water** **Fighting** **Ground** **Steel**

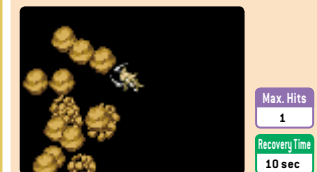
Attacks	Attack Method	Damage
	Shock wave	4
	Scatters rocks	4
	Cutting attack	2

Anorith attacks by surrounding itself with a shock wave, dropping a rock in front of itself, or with a scratching and cutting attack. When Anorith is attacking, move slightly away from it and behind it, and wait for it to stop, then loop it quickly.

## R-272 Kabutops



Group **Rock**  
Field Move **Cut** [F]  
Poké Assist **Drops rocks** (Forward) [D] (Level 4)

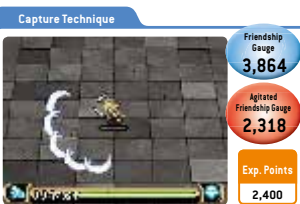


Max. Hits  
1  
Recovery Time  
10 sec

Drops 14 rocks in front of itself at once that break upon hitting the ground.

### Primary Location

Pre-Ending Sky Fortress [D] 14 P. 22  
Post-Ending Dangerous Cliff [D] 14 P. 9



Friendship Gauge  
3,864  
Agitated Friendship Gauge  
2,318  
Exp. Points  
2,400

Effective Poké Assists **Grass** **Water** **Fighting** **Ground** **Steel**

Attacks	Attack Method	Damage
	Cutting attack (Big)	5
	Scatters white blades	3
	Cutting attack (Big)	3
	Scatters white blades	2

Kabutops attacks with two types of a huge scratching and cutting attack, or with two kinds of an attack that involves scattering five white blades that spread out as they move forward. When it stops attacking, that's your chance to loop it quickly.

## R-273 Qwilfish

**Capture Technique**

Group: Water

Field Move: Tackle

Poké Assist: Water sphere (Level 3)

Max. Hits: 1

Recovery Time: 7 sec

Throws a sphere of water that continues straight forward and offscreen.

Primary Location

Pre-Ending Undersea Cavern 02 P. 19

Post-Ending Undersea Cavern 02 P. 19

Friendship Gauge: 1,800

Agitated Friendship Gauge: 1,080

Exp. Points: 2,200

Effective: Grass Electric

Poké Assists: —

Attacks	Attack Method	Damage
Scatters poison stingers	Scatters poison stingers	4
Scatters poison stingers	Scatters poison stingers	4
Scatters poison stingers	Scatters poison stingers	4

Qwilfish attacks by scattering a large quantity of poison stingers, aiming offscreen, by scattering poison stingers in five directions surrounding itself in three waves, or by throwing three stingers forward that spread out. When it stops attacking, that's your chance to loop it quickly and capture it.

## R-276 Tentacool

**Capture Technique**

Group: Water

Field Move: Crush

Poké Assist: Scatters bubbles (Surrounding) (Level 3)

Max. Hits: 5

Recovery Time: 7 sec

Scatters bubbles that surround and spin around Tentacool for a short time.

Primary Location

Pre-Ending Undersea Cavern 02 P. 19

Post-Ending Undersea Cavern 02 P. 19

Friendship Gauge: 1,620

Agitated Friendship Gauge: —

Exp. Points: 2,200

Effective: Grass Electric

Poké Assists: —

Attacks	Attack Method	Damage
Scatters toxic gas	Scatters toxic gas	4
Scatters toxic gas	Scatters toxic gas	2
Scatters toxic gas	Scatters toxic gas	2

Tentacool uses three kinds of toxic gas attacks. Watch out for the one preceded by "!"—it deals extra damage. Loop Tentacool quickly to capture, while being careful to dodge the floating clouds of toxic gas.

## R-274 Remoraid

**Capture Technique**

Group: Water

Field Move: Crash

Poké Assist: Water sphere (Level 3)

Max. Hits: 1

Recovery Time: 7 sec

Throws a sphere of water that continues straight forward and offscreen.

Primary Location

Pre-Ending Undersea Cavern 02 P. 19

Post-Ending Undersea Cavern 02 P. 19

Friendship Gauge: 2,070

Agitated Friendship Gauge: —

Exp. Points: 2,200

Effective: Grass Electric

Poké Assists: —

Attacks	Attack Method	Damage
Scatters water	Scatters water	2
Scatters water	Scatters water	2

Remoraid uses two attacks that involves scattering four consecutive shots of water forward. When "!" is displayed, it will wait a brief moment before attacking, and when "!!" is displayed, it will attack immediately. Dodge by getting behind Remoraid during its attack, and loop quickly when it's finished.

## R-277 Tentacruel

**Capture Technique**

Group: Water

Field Move: Crush

Poké Assist: Scatters bubbles (Surrounding) (Level 4)

Max. Hits: 5

Recovery Time: 10 sec

Scatters bubbles that surround and spin around Tentacruel for a short time.

Primary Location

Pre-Ending Undersea Cavern 06 P. 19

Post-Ending Undersea Cavern 06 P. 19

Friendship Gauge: 1,800

Agitated Friendship Gauge: 1,080

Exp. Points: 2,200

Effective: Grass Electric

Poké Assists: —

Attacks	Attack Method	Damage
Shoots toxic gas	Shoots toxic gas	4
Scatters toxic gas	Scatters toxic gas	2
Scatters toxic gas	Scatters toxic gas	2

Tentacruel attacks by surrounding itself with toxic gas, or by scattering a cloud of toxic gas forward. Loop quickly, being careful not to touch the toxic gas left onscreen.

## R-275 Octillery

**Capture Technique**

Group: Water

Field Move: Crush

Poké Assist: Water sphere (Level 4)

Max. Hits: 1

Recovery Time: 10 sec

Throws a sphere of water that continues straight forward and offscreen.

Primary Location

Pre-Ending Undersea Cavern 07 P. 19

Post-Ending Undersea Cavern 07 P. 19

Friendship Gauge: 1,620

Agitated Friendship Gauge: —

Exp. Points: 2,200

Effective: Grass Electric

Poké Assists: —

Attacks	Attack Method	Damage
Scatters water	Scatters water	4
Scatters bubbles	Scatters bubbles	2

Octillery attacks by scattering four consecutive shots of water forward, aiming offscreen, or scattering two bubbles forward. While Octillery is attacking, dodge by moving behind it. Loop quickly before its next attack.

## R-278 Latias

**Capture Technique**

Group: Psychic

Field Move: —

Poké Assist: —

Cannot accompany you

Primary Location

Pre-Ending Tilikule Island\* 01 P. 19

Post-Ending Capture Machine 04 P. 107

Friendship Gauge: 17,000

Agitated Friendship Gauge: —

Exp. Points: 12,000

Effective: Bug Ghost Dark

Poké Assists: —

Attacks	Attack Method	Damage
Scatters light spheres	Scatters light spheres	7
Light beam	Light beam	10
Light barrier	Light barrier	4

Latias attacks by scattering a large quantity of spheres of light forward, shooting a beam of light forward, or surrounding itself with three spheres of light that rotate around itself in a barrier. Dodge while it's scattering light spheres or flying around, and loop when it stops attacking.

\*Appears in an event when the hero is a girl.



## R-279 Latios



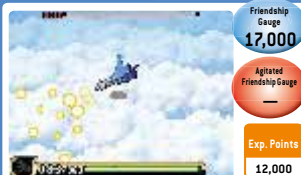
Group **Psychic**  
Field Move —  
Poké Assist —

Cannot accompany you

### Primary Location

Pre-Ending Tiikule Island\* 01 P.19  
Post-Ending Capture Machine 04 P.107

### Capture Technique



Friendship Gauge  
17,000

Agitated Friendship Gauge  
—

Exp. Points  
12,000

Effective **Bug** **Ghost** **Dark**  
Poké Assists

Attacks	Attack Method	Damage
	Scatters light spheres	7
	Light beam	10
	Light barrier	4

Latios attacks by scattering a large quantity of spheres of light forward, shooting a beam of light forward, or surrounding itself with three spheres of light that rotate around itself in a barrier. Dodge while it's scattering light spheres or flying around, and loop when it stops attacking.

## R-282 Mamoswine



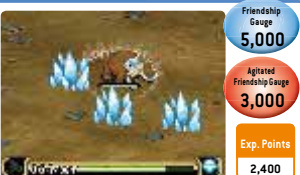
Group **Ground**  
Field Move **Tackle**  
Poké Assist —

Cannot accompany you

### Primary Location

Pre-Ending Layuda Island\* 05 P.20  
Post-Ending Capture Machine 01 P.107

### Capture Technique



Friendship Gauge  
5,000

Agitated Friendship Gauge  
3,000

Exp. Points  
2,400

Effective **Grass** **Water** **Ice**  
Poké Assists

Attacks	Attack Method	Damage
	Scatters snow	7
	Drops ice	3
	Shock wave	7

Mamoswine attacks by covering half the screen with snow, dropping three chunks of ice, or surrounding itself with a shock wave. Don't loop, just dodge until the ice pillars on the screen disappear. Once it stops attacking, that's your chance to loop it bit by bit.

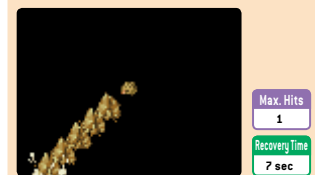
\*Appears in an event when the hero is a boy.

\*Appears in a battle with the Steelhead.

## R-280 Swinub



Group **Ground**  
Field Move **Tackle**  
Poké Assist **Ground Split (Forward)** (Level 3)



Max. Hits  
1

Recovery Time  
7 sec

Splits the ground moving forward, in a line that continues straight offscreen.

### Primary Location

Pre-Ending Layuda Island 02 P.20  
Post-Ending Layuda Island 02 P.20



Friendship Gauge  
3,140

Agitated Friendship Gauge  
1,884

Exp. Points  
2,400

Effective **Grass** **Water** **Ice**  
Poké Assists

Attacks	Attack Method	Damage
	Shock wave	5
	Shoots snow	3

Swinub attacks by surrounding itself with a shock wave, or shoots snow. No matter which attack it is using, if you try to loop it while it is attacking, it's easy to take damage. Wait for it to stop attacking, and then loop it quickly before its next attack.

## R-283 Hippopotas



Group **Ground**  
Field Move **Tackle**  
Poké Assist **Ground Split (Forward)** (Level 3)



Max. Hits  
1

Recovery Time  
7 sec

Splits the ground moving forward, in a line that continues straight offscreen.

### Primary Location

Pre-Ending Layuda Island 05 P.20  
Post-Ending Layuda Island 05 P.20



Friendship Gauge  
2,576

Agitated Friendship Gauge  
1,545

Exp. Points  
2,400

Effective **Grass** **Water** **Ice**  
Poké Assists

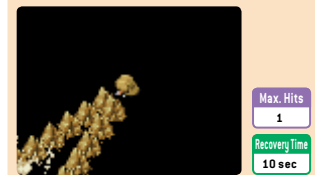
Attacks	Attack Method	Damage
	Shock wave	4
	Sand sphere	4

Hippopotas attacks by surrounding itself with a shock wave, or creating a sphere of sand at its feet. Dodge by moving away from Hippopotas to avoid damage. When it stops attacking, loop it quickly before its next attack.

## R-281 Piloswine



Group **Ground**  
Field Move **Tackle**  
Poké Assist **Ground Split (Forward)** (Level 4)



Max. Hits  
1

Recovery Time  
10 sec

Splits the ground in two places that spread out as they stretch forward.

### Primary Location

Pre-Ending Layuda Island 03 P.20  
Post-Ending Layuda Island 03 P.20



Friendship Gauge  
3,611

Agitated Friendship Gauge  
2,166

Exp. Points  
2,400

Effective **Grass** **Water** **Ice**  
Poké Assists

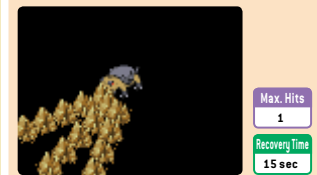
Attacks	Attack Method	Damage
	Scatters snow	5
	Ice pillar	3
	Ice pillar	3

Piloswine attacks by scattering a large quantity of snow forward, or with two attacks that create three ice pillars. When "!!" is displayed, it will wait briefly before attacking, and when "!!!" is displayed, it will attack immediately. Wait for the ice pillars to disappear before looping.

## R-284 Hippowdon



Group **Ground**  
Field Move **Crush**  
Poké Assist **Ground split (Forward)** (Level 5)



Max. Hits  
1

Recovery Time  
15 sec

Splits the ground in three places that spread out as they stretch forward.

### Primary Location

Pre-Ending Layuda Island 06 P.20  
Post-Ending Layuda Island 06 P.20



Friendship Gauge  
4,082

Agitated Friendship Gauge  
—


Exp. Points  
2,400

Effective **Grass** **Water** **Ice**  
Poké Assists

Attacks	Attack Method	Damage
	Shock wave	7
	Splits the ground	5
	Sand sphere	3

Hippowdon attacks by surrounding itself with a shock wave, splitting the ground in an X formation, or throwing a sphere of sand to the ground that remains on the ground for a time. When it stops attacking, loop it bit by bit, being careful not to touch the sand sphere.


## R-285 Absol



Group **Dark**

Field Move **Cut**

Poké Assist **Dark wind** (Level 3)



Max. Hits  
1

Recovery Time  
7 sec


Scatters eight dark winds forward that cross paths and continue offscreen.

Primary Location

Pre-Ending Rasp Cavern 08 P. 8

Post-Ending Rasp Cavern 08 P. 8

Capture Technique



Friendship Gauge  
5,000

Agitated Friendship Gauge  
3,000


Exp. Points  
2,400

Effective Poké Assists **Fighting** **Bug**

Attacks	Attack Method	Damage
Scatters black blades		5
Black blades (Surrounding)		5
Dark surge		3

Absol attacks by scattering five black blades forward, scatters six black blades that spread out, or covering the screen in a dark surge. There's not a very long span between attacks, and Absol moves quickly. When it stops attacking, take the chance to loop it quickly.

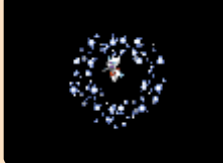
## R-288 Froslass



Group **Ice**

Field Move **Crush**

Poké Assist **Blizzard** (Surrounding/Stopped) (Level 4)



Max. Hits  
2

Recovery Time  
15 sec


Froslass surrounds itself with a huge encircling blizzard. Touching these causes Stopped status.

Primary Location

Pre-Ending Sky Fortress 18 P. 22

Post-Ending Sky Fortress 18 P. 22

Capture Technique



Friendship Gauge  
3,864

Agitated Friendship Gauge  
2,318


Exp. Points  
2,400

Effective Poké Assists **Fire** **Fighting** **Rock**

Attacks	Attack Method	Damage
Scatters snow		5
Throws snow		5
Ice pillar		3
Drops icicles		3

Froslass attacks by scattering a large amount of snow forward, scattering snow all over the screen, creating three pillars of ice that stay on the ground or dropping icicles to the ground in eight waves. Wait for the ice pillars to disappear from the screen and Froslass to stop attacking before you loop.

## R-286 Ho-Oh



Group **Fire**

Field Move —

Poké Assist —


Cannot accompany you

Primary Location

Pre-Ending Rainbow Dais 01 P. 21

Post-Ending Rainbow Dais 01 P. 21

Capture Technique



Friendship Gauge  
25,000

Agitated Friendship Gauge  
8,333


Exp. Points  
18,000

Effective Poké Assists **Water** **Ground** **Rock**

Attacks	Attack Method	Damage
Spitsfire		8
Fire pillar (Cross)		6
Pure fire pillar		6
Drops fireball		8

Ho-Oh attacks by spewing forth a huge flame, surrounding itself with a large quantity of fire pillars, creating pure white fire pillars, and dropping a huge fireball on the screen. Keep an eye out for intervals between its attacks for you to loop it bit by bit.

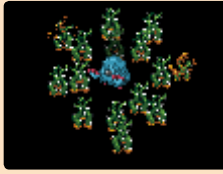
## R-289 Tangrowth



Group **Grass**

Field Move **Crush**

Poké Assist **Ivy pillar** (Level 4)



Max. Hits  
3

Recovery Time  
10 sec


Sixteen pillars of ivy grow surrounding Tangrowth. They quickly disappear in the order they appeared.

Primary Location

Pre-Ending Sky Fortress 14 P. 22

Post-Ending Sky Fortress 17 P. 22

Capture Technique



Friendship Gauge  
3,504

Agitated Friendship Gauge  
—


Exp. Points  
2,800

Effective Poké Assists **Poison** **Fire** **Ice** **Flying** **Bug**

Attacks	Attack Method	Damage
Ivy-growing seeds		4
Grows ivy		2
Scatters pollen		2

Tangrowth attacks by scattering six ivy-growing seeds around itself, growing 12 ivy plants around the screen, or scattering pollen. Once it stops attacking, loop it quickly, being careful not to touch the ivy.

## R-287 Rhyperior



Group **Rock**

Field Move **Tackle**

Poké Assist —

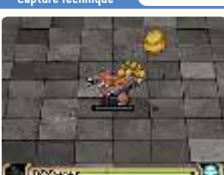
Cannot accompany you

Primary Location

Pre-Ending Sky Fortress\* 09 P. 21

Post-Ending Capture Machine 03 P. 107

Capture Technique



Friendship Gauge  
4,368

Agitated Friendship Gauge  
2,620


Exp. Points  
2,400

Effective Poké Assists **Grass** **Water** **Fighting** **Ground** **Steel**

Attacks	Attack Method	Damage
Scatters rocks		6
Splits the ground		6
Drops rocks		6

Rhyperior attacks by throwing a rock forward, splitting the ground in an X formation, or dropping eight rocks to the ground. It's stubbornly consistent in its attacks, leaving you few chances to loop it. Loop it bit by bit between attacks.


## R-290 Probopass



Group **Ground**

Field Move **Tackle**

Poké Assist **Drops rocks** (Surrounding) (Level 5)



Max. Hits  
1

Recovery Time  
7 sec

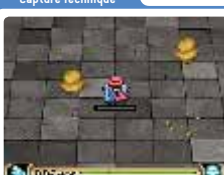
Probopass drops 30 large rocks around itself that break upon hitting the ground.

Primary Location

Pre-Ending Sky Fortress 14 P. 22

Post-Ending Mitonga Road 06 P. 9

Capture Technique



Friendship Gauge  
3,360

Agitated Friendship Gauge  
2,016

Exp. Points  
2,400

Effective Poké Assists **Grass** **Water** **Fighting** **Ground** **Steel**

Attacks	Attack Method	Damage
Scatters steel spheres		5
Drops rocks		3
Strange spheres		3

Probopass attacks by throwing a steel sphere forward, aiming offscreen, dropping eight rocks around the screen, or throwing three strange spheres to the ground. When Probopass moves away from those strange spheres, take the chance to loop it quickly.

\*Appears in a battle with the Steelhead.



## R-291 Ditto



Group **Normal**

Field Move —

Poké Assist —

Cannot accompany you

### Primary Location

Pre-Ending Sky Fortress\* 21 P.22

Post-Ending Capture Machine 02 P.107

### Capture Technique



Friendship Gauge 27,270

Agitated Friendship Gauge 9,090

Exp. Points 20,000

Effective Poké Assists **Fighting**

Attacks	Attack Method	Damage

Ditto does not attack, but instead transforms itself into Raikou, Entei, and Suicune. Right after the capture has started, and between when Ditto stops one transformation and starts the next, Ditto is in its true form. That is your best chance to loop it as many times as you possibly can.

## R-291 Ditto Transformation (Suicune)



Group **Water**

Field Move —

Poké Assist —

Cannot accompany you

### Primary Location

Pre-Ending —

Post-Ending —

### Capture Technique



Friendship Gauge —

Agitated Friendship Gauge —

Exp. Points —

Effective Poké Assists **Grass Electric**

Attacks	Attack Method	Damage
	Scatters whirlpools	8
	Tempestuous water pillar	10
	Ice pillar (Big)	12

The Ditto that has transformed itself into Suicune attacks by scattering two whirlpools each to its front and back, or surrounding itself with a tempestuous pillar of water, or creating four large ice pillars onscreen. When it stops attacking that's your chance to loop it bit by bit.

\*Appears in an event.

## R-291 Ditto Transformation (Raikou)



Group **Electric**

Field Move —

Poké Assist —

Cannot accompany you

### Primary Location

Pre-Ending —

Post-Ending —

### Capture Technique



Friendship Gauge —

Agitated Friendship Gauge —

Exp. Points —

Effective Poké Assists **Ground**

Attacks	Attack Method	Damage
	Scatters electricity	8
	Electrical spheres	6
	Drops electricity (Big)	12

The Ditto that has transformed itself into Raikou attacks by scattering electricity in eight directions surrounding itself, throwing two spheres of electricity to the ground, or dropping a large lightning bolt to the ground. There aren't many chances after it stops attacking, but keep an eye out for those rare moments and loop quickly.

## R-292 Regigigas



Group **Normal**

Field Move —

Poké Assist —

Cannot accompany you

### Primary Location

Pre-Ending Sky Fortress\*2 15 P.22

Post-Ending Capture Machine 03 P.107

### Capture Technique



Friendship Gauge 30,000

Agitated Friendship Gauge 7,500

Exp. Points 20,000

Effective Poké Assists **Fighting**

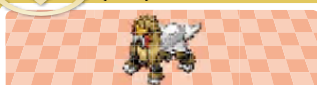
Attacks	Attack Method	Damage
	Punch (Big)	12
	Shock wave *1	6
	Strong beam	15
	Shock wave	12

Regigigas sets off shock waves whenever it walks, and throws a huge punch, attacks with a strong beam, and sets off a threefold shock wave attack. When it's agitated, it sets off even larger shock waves when it walks. Loop it quickly the moment it stops attacking.

\*1 "!!!" is not displayed.

\*2 Appears as part of an event.

## R-291 Ditto Transformation (Entei)



Group **Fire**

Field Move —

Poké Assist —

Cannot accompany you

### Primary Location

Pre-Ending —

Post-Ending —

### Capture Technique



Friendship Gauge —

Agitated Friendship Gauge —

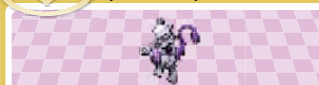
Exp. Points —

Effective Poké Assists **Water Ground Rock**

Attacks	Attack Method	Damage
	Spits fire	8
	Fire pillar (Cross)	6
	Rushing attack	8
	Flame aura	12

The Ditto that has transformed itself into Entei attacks by spitting eight fireballs forward, creating a large quantity of fire pillars, rushing, or surrounding itself with a flame aura. From the moment each attack stops to the beginning of the next is your chance to loop it quickly.

## R-293 Mewtwo (First Battle)



Group **Psychic**

Field Move **Psy Power** 1

Poké Assist **Mewtwo Impact**\*1 (Level 5)



Creates several beams in front of itself that stretch from the bottom to the top of the screen.

### Primary Location

Pre-Ending Sky Fortress\*2 26 P.22

Post-Ending —

### Capture Technique



Friendship Gauge 18,000

Agitated Friendship Gauge 6,000

Exp. Points 22,000

Effective Poké Assists **Bug Ghost Dark**

Attacks	Attack Method	Damage
	Scatters strange spheres	8
	Willpower barrier	2
	Strong beam	14

During the first battle with Mewtwo, it attacks by scattering a large quantity of strange spheres forward, or firing a strong beam straight forward, aiming offscreen. When it becomes agitated, it has another attack where it surrounds itself with a barrier of strange spheres. Loop it quickly between attacks.

\*1 When called with a Charged Sign, Assist Level is 6.

\*2 Appears as part of an event.

## R-293 Mewtwo (Second Battle)

**Group** Psychic

**Field Move** —

**Poké Assist** —

Cannot accompany you

**Primary Location**

Pre-Ending Sky Fortress\*3 (U 26 P. 22)

Post-Ending Capture Machine (U 46 P. 107)

**Capture Technique**

Friendship Gauge 26,000

Agitated Friendship Gauge 8,666

Exp. Points 26,000

Effective Bug Ghost Dark

**Attacks**

Attack Method	Damage
Scatters strange spheres	12
Evil aura*1	2
Clones self*2	10
Levitating beam	14
Downpouring beam	20

From the beginning of the second battle with Mewtwo, it's surrounded by an evil aura. It attacks by scattering strange spheres, creating three clones of itself, and filling the screen with a beam that rises and one that falls. Keep an eye out for every little chance you can find to loop Mewtwo quickly.

## R-296 Blissey

**Group** Normal

**Field Move** Tackle

**Poké Assist** Scatters hearts (Surrounding) (Level 4)

Shoots out 12 hearts that float and flutter about for a time.

**Primary Location**

Pre-Ending —

Post-Ending Old Mansion (U 05 P. 10)

**Capture Technique**

Friendship Gauge 4,810

Agitated Friendship Gauge —

Exp. Points 2,800

Effective Fighting

**Attacks**

Attack Method	Damage
Shock wave	5
Shock wave	5

Blissey attacks with two types of surrounding shock wave. When "!" appears it will attack immediately, and when "!!" appears it will wait briefly before attacking. When it stops attacking, loop it quickly before its next attack.

\*1 "!!!" is not displayed. \*2 "!!!!" is not displayed.  
\*3 Appears as part of an event.

## R-294 Blastoise

**Group** Water

**Field Move** Soak

**Poké Assist** Scatters bubbles (Forward) (Level 4)

Scatters 12 bubbles forward that continue offscreen without popping.

**Primary Location**

Pre-Ending —

Post-Ending Silver Falls (U 06 P. 15)

**Capture Technique**

Friendship Gauge 4,810

Agitated Friendship Gauge —

Exp. Points 2,800

Effective Grass Electric

**Attacks**

Attack Method	Damage
Sprays water	4
Water spheres	2
Shock wave	2

Blastoise attacks by spraying two blasts of water, aiming forward, or throwing two spheres of water to the ground, or surrounding itself with a shock wave. When it stops attacking, loop it quickly, being careful not to touch the water on the ground.

## R-297 Phone

**Group** Water

**Field Move** Cut

**Poké Assist** Scatters bubbles (Forward) (Level 4)

Scatters 12 bubbles forward that continue offscreen without popping.

**Primary Location**

Pre-Ending —

Post-Ending Canal Ruins (U 08 P. 16)

**Capture Technique**

Friendship Gauge 2,193

Agitated Friendship Gauge —

Exp. Points 2,800

Effective Grass Electric

**Attacks**

Attack Method	Damage
Spits bubbles	4
Spits bubbles	4
Scatters bubbles	2
Scatters bubbles	2

Phone uses two kinds of bubble-spitting attacks, and two kinds of bubble-scattering attacks. Each attack type is the same in appearance and damage, but the amount of time before it attacks can vary. When it stops attacking, that's your chance to loop it quickly.

## R-295 Heracross

**Group** Bug

**Field Move** Tackle

**Poké Assist** Throws shock wave (Level 4)

Throws a large shock wave forward that continues straight offscreen.

**Primary Location**

Pre-Ending —

Post-Ending Canal Ruins (U 02 P. 16)

**Capture Technique**

Friendship Gauge 4,255

Agitated Friendship Gauge —

Exp. Points 2,800

Effective Fire Flying Rock

**Attacks**

Attack Method	Damage
Rushing attack	4
Rushing attack	4

Heracross uses two types of rushing attack. When "!" is displayed, it will attack immediately, and when "!!" is displayed, it will wait briefly before attacking. While it's attacking, get behind Heracross to dodge, and loop it as soon as it stops attacking.

## R-298 Articuno

**Group** Ice

**Field Move** —

**Poké Assist** —

Cannot accompany you

**Primary Location**

Pre-Ending —

Post-Ending Mt. Sorbet (U 13 P. 17)

**Capture Technique**

Friendship Gauge 20,000

Agitated Friendship Gauge 6,666

Exp. Points 30,000

Effective Fire Fighting Rock

**Attacks**

Attack Method	Damage
Scatters snow	8
Ice pillar	8
Ice pillar (Big)	8
Snow barrier	3

Articuno attacks by scattering a large quantity of snow, or surrounding itself with eight ice pillars, or creating eight large ice pillars all over the screen, or surrounding itself with a barrier of snow. Loop it quickly between its attacks.



## R-299 Zapdos



Group Electric

Field Move —

Poké Assist —

Cannot accompany you

Primary Location

Pre-Ending —

Post-Ending Laguda Island

11 P.20

Capture Technique



Friendship Gauge 20,000

Agitated Friendship Gauge 6,666

Exp. Points 30,000

Effective Poké Assists

Ground

Attacks	Attack Method	Damage
	Scatters electricity	8
	Electrical barrier	3
	Lightning beam	8
	Lightning line	3

Zapdos attacks by scattering electricity around itself, surrounding itself with a rotating barrier of electric spheres, or shooting both a lightning beam and a lightning line that hit the ground. It moves very quickly, so there are very few chances to loop it. Keep an eye out for these opportunities and loop it little by little.

## R-300 Moltres



Group Fire

Field Move —

Poké Assist —

Cannot accompany you

Primary Location

Pre-Ending —

Post-Ending Faldera Volcano

11 P.14

Capture Technique



Friendship Gauge 20,000

Agitated Friendship Gauge 6,666

Exp. Points 30,000

Effective Poké Assists

Water Ground Rock

Attacks	Attack Method	Damage
	Spitsfire	9
	Fire pillar (Cross)	6
	Fireball barrier	3
	Uncontrollable fire	3

Moltres attacks by spitting a huge blast of fire forward, creating a large quantity of fire pillars, creating a barrier around itself out of fireballs, or scattering an uncontrollable fire across the screen. Once it stops attacking, that's your chance to loop it bit by bit.

## R-301 Lugia



Group Psychic

Field Move —

Poké Assist —

Cannot accompany you

Primary Location

Pre-Ending —

Post-Ending Undersea Cavern

01 P.19

Capture Technique



Friendship Gauge 30,000

Agitated Friendship Gauge 7,200

Exp. Points 30,000

Effective Poké Assists

Bug Ghost Dark

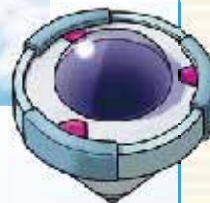
Attacks	Attack Method	Damage
	Strong beam	15
	Scatters whirlpools	10
	Tempestuous tornado	10
	Rushing attack	15

Lugia attacks by shooting a strong beam forward, aiming offscreen, surrounding itself with three whirlpools, creating a tempestuous tornado that covers the screen, or rushing forward. Chances to loop it are few, but once you find a chance, loop as quickly as you can.

## Sidebar 3

# Draw More Loops for More Power!

Loops refers to the number of times you can consecutively draw a circle without an interruption in your Capture Line. The higher the number of consecutive loops, the more each loop raises the Friendship Gauge. Practice drawing many loops in a row without lifting the stylus.



## Loop Bonus Multipliers

Loop Count	Multiplier
1–5	x1
6–10	x1.25
11–15	x1.5
16–20	x1.75
21–25	x2
26–30	x2.25
31–35	x2.5
36–40	x2.75
41–45	x3
46–50	x3.25
51–55	x3.5
56–60	x3.75
61–65	x4
66–70	x4.25
71–75	x4.5
76–80	x4.75
81–85	x5
86–90	x5.25
91–95	x5.5
96–99	x5.75



# How to Read the Browser Data


1

N-011

2

Sandslash

3



4

Group Ground

5

Poké Assist Sand Spheres

10

AP to Level 2  
Assist 250 Recovery Time 5 Power 120

6

AP to Level 3  
Assist 500 Recovery Time 20 Power 320

7

AP to Level 4  
Assist 1,500 Recovery Time 120 Power 1,020

8

AP to Level 5  
Assist 5,000 Recovery Time 525 Power 2,750

9

Field Move Cut

11

When appearing as an enemy

12

Group Ground

Friendship Gauge 420(Ne)12,500(Ne3)

Agitated Gauge 50(Ne)900(Ne3)

AP Received 3(Ne)24(Ne3)

## 1 Wireless Multiplayer Mission Number

The number assigned to Pokémon appearing in the Wireless Multiplayer Missions. (These numbers are different from the Pokédex and Ranger numbers.)

## 2 Pokémon Name

## 3 Pokémon Image

## 4 Group

The group that the Pokémon belongs to, such as Grass, Water, or Fire. There are 17 groups in all.

## 5 Poké Assist

What kind of power the Pokémon can use when helping you capture other Pokémon. Indicates Poké Assist name, group, and level.

## 6 Poké Assist Level

Indicates Poké Assist Level, from 1 to 5. Temple Partners appearing in the Wireless Multiplayer Missions can be leveled up according to their collected AP.

## 7 Max. Hits

Displays the maximum number of times a Poké Assist attack could possibly hit an enemy. \*

## 8 Recovery Time

How long after using a Poké Assist before you can use the Poké Assist again.

## 9 Power

The amount that the Friendship Gauge is raised when the Poké Assist hits an enemy once.

## 10 Assist Points (AP) Needed for the Next Level

How much the Pokémon's Assist Level, Recovery Time, and Power increases according to the collected Assist Points (AP). Indicates how many AP are required for the next level.

## 11 Field Move

What kind of move the Pokémon can use on targets. Pokémon from the Wireless Multiplayer Missions that are brought to the main story are all set to Field Move Level 1.

## 12 When Appearing as an Enemy

Indicates the Pokémon's Group, Friendship Gauge, Agitated Friendship Gauge, and how many AP are received when the Pokémon is captured. Some Pokémon will appear in multiple Missions. In that case, Mission numbers are indicated.

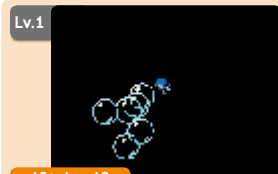
\*Max. Hits can vary, based on the location of the Pokémon when the Poké Assist is started, the enemy Pokémon's group, and how it moves.





N-001

Piplup

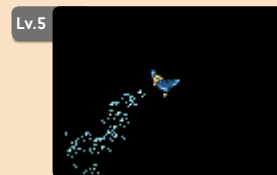
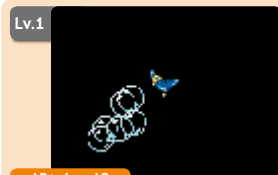


Field Move Soak

\*Does not appear as an enemy.

N-002

Prinplup

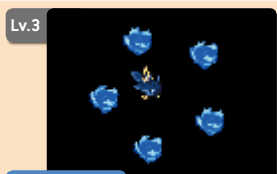
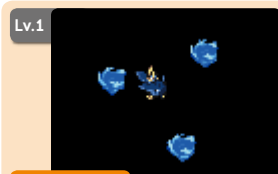


Field Move Cut

\*Does not appear as an enemy.

N-003

Empoleon



Field Move Cut

When appearing as an enemy

Group Water

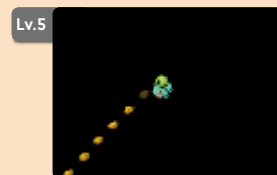
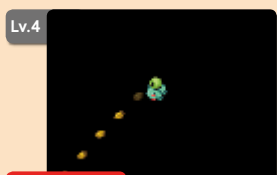
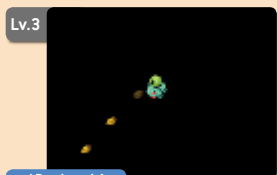
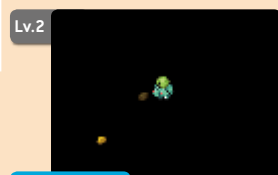
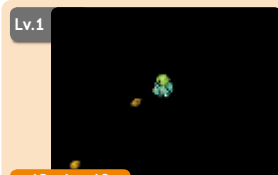
Friendship Gauge 9,860

Agitated Gauge 1,188

AP Received 13

N-004

Bulbasaur



Field Move Cut

When appearing as an enemy


Group Grass

Friendship Gauge 180

Agitated Gauge —

AP Received 1

**N-005**  
**Ivysaur**



Group: Grass  
Poké Assist: Scatters Seeds


Level	Max. Hits	Recovery Time	Power	AP to Level	Assist	Recovery Time	Power
Lv.1	1	9 sec	32	AP to Level 2	30	15	50
Lv.2	7	7.25 sec	36	AP to Level 3	130	50	160
Lv.3	1	6.75 sec	48	AP to Level 4	1,050	330	600
Lv.4	1	6.25 sec	60	AP to Level 5	3,130	650	1,600
Lv.5	1	5.25 sec	72				

Field Move: Cut

When appearing as an enemy:

- Group: Grass
- Friendship Gauge: 600
- Agitated Gauge: —
- AP Received: 2

**N-006**  
**Venusaur**



Group: Grass  
Poké Assist: Scatters Seeds


Level	Max. Hits	Recovery Time	Power	AP to Level	Assist	Recovery Time	Power
Lv.1	1	9 sec	40	AP to Level 2	30	5	80
Lv.2	1	8.5 sec	48	AP to Level 3	130	20	240
Lv.3	1	8 sec	60	AP to Level 4	1,050	120	800
Lv.4	1	7.5 sec	72	AP to Level 5	3,130	525	2,150
Lv.5	1	6.5 sec	84				

Field Move: Cut

When appearing as an enemy:

- Group: Grass
- Friendship Gauge: 9,750
- Agitated Gauge: —
- AP Received: 17

**N-007**  
**Pidgey**



Group: Flying  
Poké Assist: Tornado (Surrounding)


Level	Max. Hits	Recovery Time	Power	AP to Level	Assist	Recovery Time	Power
Lv.1	10	6 sec	12	AP to Level 2	10	25	15
Lv.2	15	5.5 sec	27	AP to Level 3	40	120	70
Lv.3	20	5 sec	45	AP to Level 4	900	420	325
Lv.4	20	4.5 sec	63	AP to Level 5	3,300	750	1,000
Lv.5	20	5 sec	82				

Field Move: Cut

When appearing as an enemy:

- Group: Flying
- Friendship Gauge: 64
- Agitated Gauge: —
- AP Received: 1

**N-008**  
**Pidgeotto**



Group: Flying  
Poké Assist: Light Wind

Level	Max. Hits	Recovery Time	Power	AP to Level	Assist	Recovery Time	Power
Lv.1	5	9 sec	30	AP to Level 2	50	20	20
Lv.2	5	6.25 sec	42	AP to Level 3	120	105	100
Lv.3	5	5.75 sec	60	AP to Level 4	600	375	400
Lv.4	5	5.25 sec	78	AP to Level 5	3,400	700	1,200
Lv.5	5	4.25 sec	99				

Field Move: Cut

When appearing as an enemy:

- Group: Flying
- Friendship Gauge: 360
- Agitated Gauge: —
- AP Received: 2



N-009

## Pidgeot



Group Flying

Poké Assist Light Wind

Lv.1



Max. Hits 5

Recovery Time 9 sec

Power 60

AP to Level 2

Assist 50

Recovery Time 5

Power 80

Lv.2



Max. Hits 5

Recovery Time 8.5 sec

Power 72

AP to Level 3

Assist 120

Recovery Time 20

Power 240

Lv.3



Max. Hits 5

Recovery Time 8 sec

Power 90

AP to Level 4

Assist 600

Recovery Time 120

Power 300

Lv.4



Max. Hits 5

Recovery Time 7.5 sec

Power 108

AP to Level 5

Assist 3,400

Recovery Time 525

Power 2,150

Lv.5



Max. Hits 5

Recovery Time 6.5 sec

Power 126

Field Move Cut 1

When appearing as an enemy

Group Flying

Friendship Gauge 1,050

Agitated Gauge —

AP Received 3

N-010

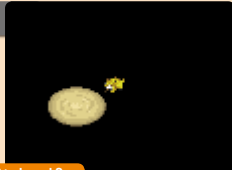
## Sandshrew



Group Ground

Poké Assist Sand Spheres

Lv.1



Max. Hits 8

Recovery Time 6.5 sec

Power 24

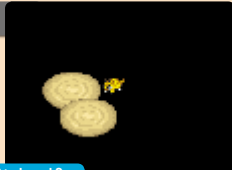
AP to Level 2

Assist 30

Recovery Time 25

Power 15

Lv.2



Max. Hits 8

Recovery Time 6 sec

Power 54

AP to Level 3

Assist 70

Recovery Time 115

Power 70

Lv.3



Max. Hits 8

Recovery Time 5.5 sec

Power 90

AP to Level 4

Assist 610

Recovery Time 390

Power 325

Lv.4



Max. Hits 8

Recovery Time 5 sec

Power 126

AP to Level 5

Assist 3,500

Recovery Time 725

Power 1,000

Lv.5



Max. Hits 8

Recovery Time 4 sec

Power 162

Field Move Crush 1

\*Does not appear as an enemy.

N-011

## Sandslash



Group Ground

Poké Assist Sand Spheres

Lv.1



Max. Hits 8

Recovery Time 9 sec

Power 48

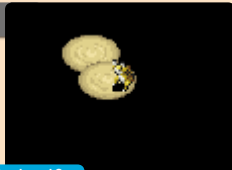
AP to Level 2

Assist 250

Recovery Time 5

Power 120

Lv.2



Max. Hits 8

Recovery Time 8.5 sec

Power 72

AP to Level 3

Assist 500

Recovery Time 20

Power 320

Lv.3



Max. Hits 8

Recovery Time 8 sec

Power 108

AP to Level 4

Assist 1,500

Recovery Time 120

Power 1,075

Lv.4



Max. Hits 8

Recovery Time 7.5 sec

Power 300

AP to Level 5

Assist 5,000

Recovery Time 525

Power 2,750

Lv.5



Max. Hits 8

Recovery Time 6.5 sec

Power 336

Field Move Cut 1

When appearing as an enemy

Group Ground

Friendship Gauge 420(M2)/12,500(M23)

Agitated Gauge 50(M2)/900(M23)

AP Received 3(M2)/24(M23)

N-012

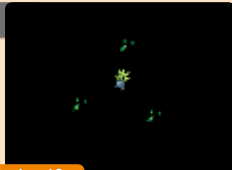
## Oddish



Group Grass

Poké Assist Leaf Blades

Lv.1



Max. Hits 3

Recovery Time 6.75 sec

Power 24

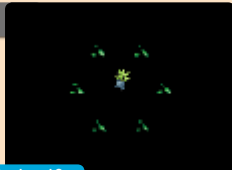
AP to Level 2

Assist 30

Recovery Time 20

Power 10

Lv.2



Max. Hits 3

Recovery Time 6.25 sec

Power 27

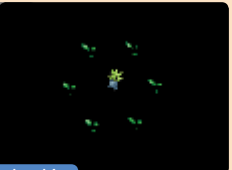
AP to Level 3

Assist 90

Recovery Time 105

Power 50

Lv.3



Max. Hits 3

Recovery Time 5.75 sec

Power 36

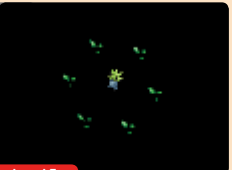
AP to Level 4

Assist 720

Recovery Time 375

Power 200

Lv.4



Max. Hits 4

Recovery Time 5.25 sec

Power 40

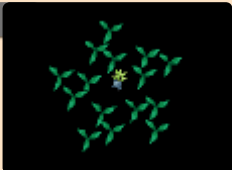
AP to Level 5

Assist 3,700

Recovery Time 70

Power 400

Lv.5



Max. Hits 9

Recovery Time 4.25 sec

Power 45

Field Move Cut 1

When appearing as an enemy


Group Grass

Friendship Gauge 130

Agitated Gauge —

AP Received 1

**N-013**  
**Gloom**



Group: Grass  
Poké Assist: Scatters Pollen


Level	Max. Hits	Recovery Time	Power	Assist	Recovery Time	Power
Lv.1	1	9 sec	20	30	20	20
Lv.2	1	6.25 sec	28	80	105	100
Lv.3	1	5.75 sec	40	600	375	400
Lv.4	1	5.25 sec	52	3,000	700	1,200
Lv.5	1	4.25 sec	66			

Field Move: Cut 1

When appearing as an enemy:

- Group: Grass
- Friendship Gauge: 500
- Agitated Gauge: —
- AP Received: 2

**N-014**  
**Vileplume**



Group: Grass  
Poké Assist: Scatters Pollen


Level	Max. Hits	Recovery Time	Power	Assist	Recovery Time	Power
Lv.1	1	9 sec	32	250	5	120
Lv.2	1	8.5 sec	36	500	20	320
Lv.3	1	8 sec	42	1,500	120	1,075
Lv.4	1	7.5 sec	72	5,000	525	2,750
Lv.5	1	6.5 sec	112			

Field Move: Cut 1

When appearing as an enemy:

- Group: Grass
- Friendship Gauge: 560 (43) / 21,875 (423)
- Agitated Gauge: 54 (43) / 1,575 (423)
- AP Received: 30 (43) / 29 (423)

**N-015**  
**Bellossom**




Group: Grass  
Poké Assist: Ivy Pillars

Level	Max. Hits	Recovery Time	Power	Assist	Recovery Time	Power
Lv.1	3	9 sec	48	40	10	60
Lv.2	3	7.5 sec	63	90	45	200
Lv.3	3	7 sec	81	610	300	700
Lv.4	3	6.5 sec	99	2,610	625	1,800
Lv.5	5	5.5 sec	117			

Field Move: Cut 1

\*Does not appear as an enemy.

**N-016**  
**Chikorita**



Group: Grass  
Poké Assist: Ivy Pillars

Level	Max. Hits	Recovery Time	Power	Assist	Recovery Time	Power
Lv.1	3	6.75 sec	30	40	20	20
Lv.2	3	6.25 sec	42	90	105	100
Lv.3	3	5.75 sec	60	610	375	400
Lv.4	3	5.25 sec	78	2,610	700	1,200
Lv.5	5	4.25 sec	99			

Field Move: Cut 1

\*Does not appear as an enemy.



N-017

Bayleef



Group Grass

Poké Assist Ivy Pillars



Max. Hits  
3  
Recovery Time  
9 sec  
Power  
48

AP to Level 2

Assist 40 Recovery Time 15 Power 50



Max. Hits  
3  
Recovery Time  
7.25 sec  
Power  
54

AP to Level 3

Assist 90 Recovery Time 50 Power 160



Max. Hits  
3  
Recovery Time  
6.75 sec  
Power  
72

AP to Level 4

Assist 610 Recovery Time 330 Power 600



Max. Hits  
3  
Recovery Time  
6.25 sec  
Power  
90

AP to Level 5

Assist 2,610 Recovery Time 650 Power 1,600



Max. Hits  
5  
Recovery Time  
5.25 sec  
Power  
108

Field Move Cut 1

When appearing as an enemy

Group Grass  
Friendship Gauge 11,250  
Agitated Gauge —  
AP Received 18

N-018

Meganium



Group Grass

Poké Assist Light Beam



Max. Hits  
7  
Recovery Time  
9 sec  
Power  
40

AP to Level 2

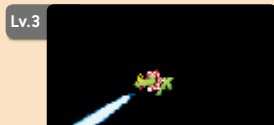
Assist 20 Recovery Time 10 Power 80



Max. Hits  
10  
Recovery Time  
8 sec  
Power  
48

AP to Level 3

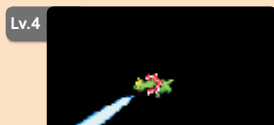
Assist 140 Recovery Time 40 Power 240



Max. Hits  
14  
Recovery Time  
7.5 sec  
Power  
60

AP to Level 4

Assist 810 Recovery Time 150 Power 800



Max. Hits  
23  
Recovery Time  
7 sec  
Power  
72

AP to Level 5

Assist 3,500 Recovery Time 575 Power 2,150



Max. Hits  
28  
Recovery Time  
6 sec  
Power  
84

Field Move Cut 1

\*Does not appear as an enemy.

N-019

Totodile



Group Water

Poké Assist Water Beam



Max. Hits  
7  
Recovery Time  
6.5 sec  
Power  
8

AP to Level 2

Assist 20 Recovery Time 25 Power 15



Max. Hits  
10  
Recovery Time  
6 sec  
Power  
18

AP to Level 3

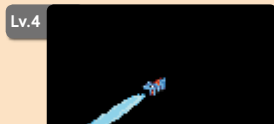
Assist 140 Recovery Time 115 Power 70



Max. Hits  
14  
Recovery Time  
5.5 sec  
Power  
30

AP to Level 4

Assist 810 Recovery Time 390 Power 325



Max. Hits  
23  
Recovery Time  
5 sec  
Power  
42

AP to Level 5

Assist 3,500 Recovery Time 725 Power 1,000



Max. Hits  
28  
Recovery Time  
4 sec  
Power  
54

Field Move Soak 1

\*Does not appear as an enemy.

N-020

Croconaw



Group Water

Poké Assist Water Spheres



Max. Hits  
8  
Recovery Time  
9 sec  
Power  
88

AP to Level 2

Assist 30 Recovery Time 5 Power 90



Max. Hits  
8  
Recovery Time  
8.5 sec  
Power  
104

AP to Level 3

Assist 70 Recovery Time 20 Power 260



Max. Hits  
8  
Recovery Time  
8 sec  
Power  
128

AP to Level 4

Assist 610 Recovery Time 120 Power 950



Max. Hits  
8  
Recovery Time  
7.5 sec  
Power  
152

AP to Level 5

Assist 3,500 Recovery Time 525 Power 2,250




Max. Hits  
8  
Recovery Time  
6.5 sec  
Power  
176

Field Move Crush 1

When appearing as an enemy

Group Water  
Friendship Gauge 9,750  
Agitated Gauge —  
AP Received 16

**N-021**  
**Feraligatr**



Group: Water  
Poké Assist: WaterBeam


Level	Max. Hits	Recovery Time	Power	Assist	Recovery Time	Power
Lv.1	7	9 sec	32	250	5	120
Lv.2	10	8.5 sec	36	500	20	320
Lv.3	14	8 sec	42	1,500	120	1,075
Lv.4	23	7.5 sec	72	5,000	525	2,750
Lv.5	28	6.5 sec	112			

Field Move: Tackle 1

When appearing as an enemy:

- Group: Water
- Friendship Gauge: 7,670
- Agitated Gauge: 1,134
- AP Received: 13

**N-022**  
**Hoothoot**



Group: Flying  
Poké Assist: Tornado (Surrounding)


Level	Max. Hits	Recovery Time	Power	Assist	Recovery Time	Power
Lv.1	10	6.75 sec	30	10	20	20
Lv.2	15	5 sec	42	40	105	100
Lv.3	20	5.75 sec	60	900	375	400
Lv.4	20	5.25 sec	78	3,300	700	1,200
Lv.5	20	4.25 sec	99			

Field Move: Cut 1

When appearing as an enemy:

- Group: Flying
- Friendship Gauge: 108
- Agitated Gauge: —
- AP Received: 1

**N-023**  
**Noctowl**




Group: Flying  
Poké Assist: Tornado (Surrounding)

Level	Max. Hits	Recovery Time	Power	Assist	Recovery Time	Power
Lv.1	10	9 sec	60	10	10	80
Lv.2	15	8 sec	72	40	40	240
Lv.3	20	7.5 sec	90	900	150	800
Lv.4	20	7 sec	108	3,300	575	2,150
Lv.5	20	6 sec	126			

Field Move: Psy Power 1

\*Does not appear as an enemy.

**N-024**  
**Bonsly**



Group: Rock  
Poké Assist: Throws Rocks

Level	Max. Hits	Recovery Time	Power	Assist	Recovery Time	Power
Lv.1	1	6.5 sec	12	5	5	5
Lv.2	1	6 sec	15	15	10	10
Lv.3	1	5.5 sec	18	60	30	40
Lv.4	1	5 sec	24	400	120	300
Lv.5	2	4 sec	27			

Field Move: Tackle 1

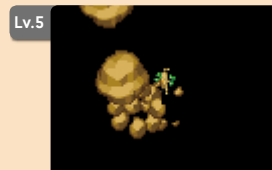
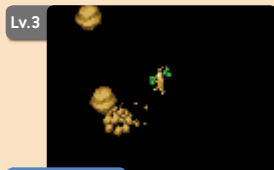
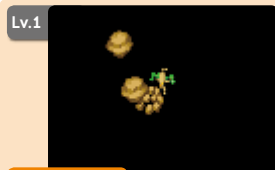
When appearing as an enemy:

- Group: Rock
- Friendship Gauge: 140
- Agitated Gauge: —
- AP Received: 1



N-025

## Sudowoodo



Field Move Crush 1

When appearing as an enemy

Group: Rock

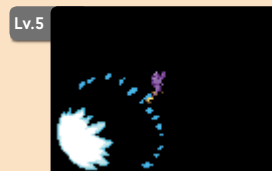
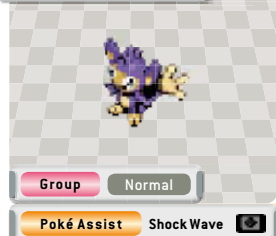
Friendship Gauge: 420

Agitated Gauge: —

AP Received: 2

N-026

## Aipom



Field Move Crush 1

When appearing as an enemy

Group: Normal

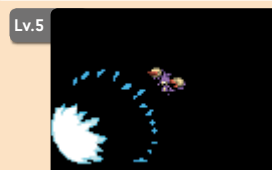
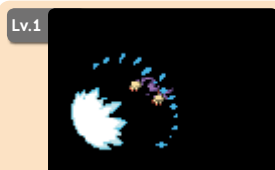
Friendship Gauge: 90

Agitated Gauge: —

AP Received: 1

N-027

## Ambipom



Field Move Crush 1

When appearing as an enemy

Group: Normal

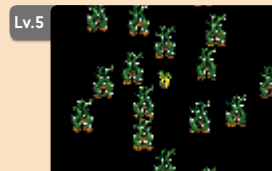
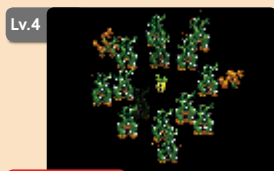
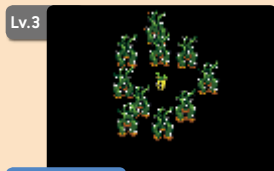
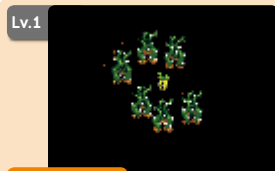
Friendship Gauge: 2,340

Agitated Gauge: —

AP Received: 8

N-028

## Sunkern



Field Move Cut 1

When appearing as an enemy

Group: Grass


Friendship Gauge: 48

Agitated Gauge: —

AP Received: 1

N-029

Sunflora




Group

Grass

Poké Assist

Light Beam

Lv.1



Max. Hits

7

Recovery Time

9 sec


Power

20

AP to Level 2

Assist 20 Recovery Time 20 Power 20

Lv.2



Max. Hits

10

Recovery Time

6.25 sec

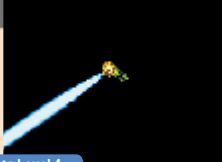
Power

28

AP to Level 3

Assist 140 Recovery Time 105 Power 100

Lv.3



Max. Hits

14

Recovery Time

5.75 sec


Power

40

AP to Level 4

Assist 810 Recovery Time 375 Power 400

Lv.4



Max. Hits

23

Recovery Time

5.25 sec


Power

52

AP to Level 5

Assist 3,500 Recovery Time 700 Power 1,200

Lv.5



Max. Hits

28

Recovery Time

4.25 sec

Power

66

Field Move

Cut

1

When appearing as an enemy

Group

Grass

Friendship Gauge

4,500

Agitated Gauge

—

AP Received

11

N-030

Pineco



Group

Bug

Poké Assist

Explosion

Lv.1



Max. Hits

1

Recovery Time

6.5 sec

Power

32

AP to Level 2

Assist 30 Recovery Time 25 Power 15

Lv.2



Max. Hits

1

Recovery Time

6 sec

Power

72

AP to Level 3

Assist 100 Recovery Time 115 Power 70

Lv.3



Max. Hits

1

Recovery Time

5.5 sec

Power

120

AP to Level 4

Assist 1,050 Recovery Time 390 Power 325

Lv.4



Max. Hits

1

Recovery Time

5 sec

Power

168

AP to Level 5

Assist 4,000 Recovery Time 725 Power 1,000

Lv.5



Max. Hits

1

Recovery Time

4 sec

Power

216

Field Move

Tackle

1

When appearing as an enemy

Group

Bug

Friendship Gauge

400

Agitated Gauge

—

AP Received

2

N-031

Forretress



Group

Steel

Poké Assist

Explosion

Lv.1



Max. Hits

1

Recovery Time

9 sec

Power

128

AP to Level 2

Assist 250 Recovery Time 5 Power 120

Lv.2



Max. Hits

1

Recovery Time

8.5 sec

Power

144

AP to Level 3

Assist 500 Recovery Time 20 Power 320

Lv.3



Max. Hits

1

Recovery Time

8 sec

Power

168

AP to Level 4

Assist 1,500 Recovery Time 120 Power 1,075

Lv.4



Max. Hits

1

Recovery Time

7.5 sec

Power

288

AP to Level 5

Assist 5,000 Recovery Time 525 Power 2,750

Lv.5



Max. Hits

1

Recovery Time

6.5 sec

Power

448

Field Move

Tackle

1

When appearing as an enemy

Group

Steel

Friendship Gauge

640(M)/29,375(M2)

Agitated Gauge


61(M4)/2,115(M2)

AP Received

4(M4)/34(M2)

N-032

Delibird




Group

Ice

Poké Assist

Blizzard (Forward)

Lv.1



Max. Hits

1

Recovery Time

6.75 sec


Power

20

AP to Level 2

Assist 20 Recovery Time 20 Power 20

Lv.2



Max. Hits

1

Recovery Time

6.25 sec


Power

28

AP to Level 3

Assist 90 Recovery Time 105 Power 100

Lv.3



Max. Hits

1

Recovery Time

5.75 sec


Power

40

AP to Level 4

Assist 900 Recovery Time 375 Power 400

Lv.4



Max. Hits

1

Recovery Time

5.25 sec


Power

52

AP to Level 5

Assist 3,320 Recovery Time 700 Power 1,200

Lv.5



Max. Hits

1

Recovery Time

4.25 sec

Power

66

Field Move

Crush

1

When appearing as an enemy

Group

Ice

Friendship Gauge

300(M6)/700(M6)

Agitated Gauge

—

AP Received

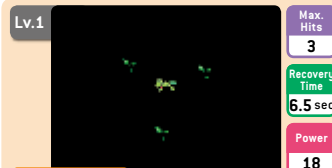
10(M6)/20(M6)

\*Friendship Gauge and AP Received increases in M14, 15, 18, 20, and 23.



N-033

Treecko



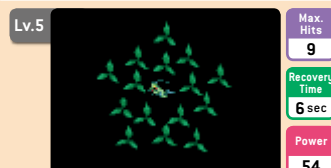
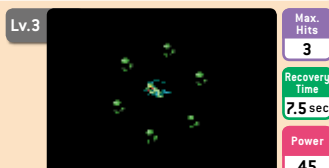
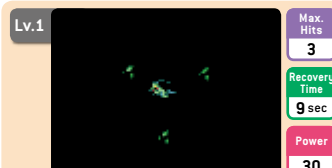
Field Move: Cut 1

Group	Grass
Friendship Gauge	120
Agitated Gauge	—
AP Received	1

When appearing as an enemy

N-034

Grovyle



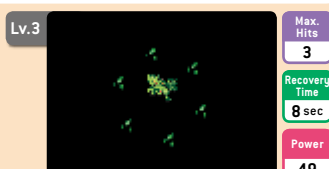
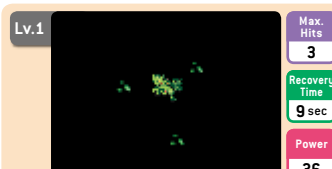
Field Move: Cut 1

Group	Grass
Friendship Gauge	336
Agitated Gauge	—
AP Received	2

When appearing as an enemy

N-035

Sceptile



Field Move: Cut 1

Group	Grass
Friendship Gauge	870
Agitated Gauge	73
AP Received	4

When appearing as an enemy

N-036

Torchic



Field Move: Burn 1

Group	Fire
Friendship Gauge	168
Agitated Gauge	—
AP Received	1

When appearing as an enemy

N-037

## Combusken



Group Fire

Poké Assist Fire Pillar(Surrounding)

Lv.1

Max. Hits 4

Recovery Time 9 sec

Power 96

AP to Level 2

Assist 40 Recovery Time 15 Power 50

Lv.2

Max. Hits 4

Recovery Time 7.25 sec

Power 108

AP to Level 3

Assist 130 Recovery Time 50 Power 160

Lv.3

Max. Hits 5

Recovery Time 6.75 sec

Power 144

AP to Level 4

Assist 1,010 Recovery Time 330 Power 600

Lv.4

Max. Hits 5

Recovery Time 6.25 sec

Power 180

AP to Level 5

Assist 2,850 Recovery Time 650 Power 1,600

Lv.5

Max. Hits 12

Recovery Time 5.25 sec

Power 216

Field Move Crush 1

\*Does not appear as an enemy.

N-038

## Blaziken



Group Fire

Poké Assist Fire Pillar(Surrounding)

Lv.1

Max. Hits 3

Recovery Time 9 sec

Power 64

AP to Level 2

Assist 250 Recovery Time 5 Power 120

Lv.2

Max. Hits 3

Recovery Time 8.5 sec

Power 72

AP to Level 3

Assist 500 Recovery Time 20 Power 320

Lv.3

Max. Hits 3

Recovery Time 8 sec

Power 84

AP to Level 4

Assist 1,500 Recovery Time 120 Power 1,075

Lv.4

Max. Hits 3

Recovery Time 7.5 sec

Power 144

AP to Level 5

Assist 5,000 Recovery Time 525 Power 2,750

Lv.5

Max. Hits 3

Recovery Time 6.5 sec

Power 224

Field Move Crush 1

When appearing as an enemy

Group Fire

Friendship Gauge 3,360

Agitated Gauge 415

AP Received 6

N-039

## Turtwig



Group Grass

Poké Assist Ivy Pillars

Lv.1

Max. Hits 3

Recovery Time 7.25 sec

Power 36

AP to Level 2

Assist 40 Recovery Time 20 Power 30

Lv.2

Max. Hits 3

Recovery Time 6.75 sec

Power 45

AP to Level 3

Assist 90 Recovery Time 100 Power 130

Lv.3

Max. Hits 3

Recovery Time 6.25 sec

Power 63

AP to Level 4

Assist 610 Recovery Time 350 Power 500

Lv.4

Max. Hits 3

Recovery Time 5.75 sec

Power 81

AP to Level 5

Assist 2,610 Recovery Time 675 Power 1,400

Lv.5

Max. Hits 5

Recovery Time 4.75 sec

Power 105

Field Move Tackle 1

\*Does not appear as an enemy.

N-040

## Grotle



Group Grass

Poké Assist Ivy Pillars

Lv.1

Max. Hits 3

Recovery Time 9 sec

Power 60

AP to Level 2

Assist 40 Recovery Time 10 Power 80

Lv.2

Max. Hits 3

Recovery Time 8 sec

Power 72

AP to Level 3

Assist 90 Recovery Time 40 Power 240

Lv.3

Max. Hits 3

Recovery Time 7.5 sec

Power 90

AP to Level 4

Assist 610 Recovery Time 150 Power 800

Lv.4

Max. Hits 3

Recovery Time 7 sec

Power 108

AP to Level 5

Assist 2,610 Recovery Time 575 Power 2,150

Lv.5

Max. Hits 5

Recovery Time 6 sec

Power 126

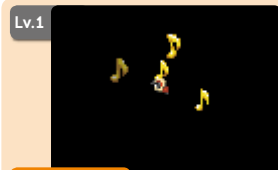
Field Move Tackle 1

\*Does not appear as an enemy.



N-041

# Kricketot



AP to Level 2

Assist 10 Recovery Time 25 Power 15



AP to Level 3

Assist 50 Recovery Time 115 Power 70



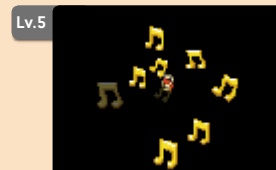
AP to Level 4

Assist 500 Recovery Time 390 Power 325



AP to Level 5

Assist 1,500 Recovery Time 725 Power 1,000



Field Move Tackle 1

When appearing as an enemy

Group Bug

Friendship Gauge 200

Agitated Gauge —

AP Received 1

N-042

# Kricketune



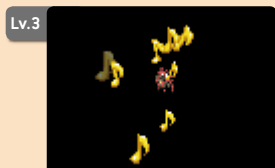
AP to Level 2

Assist 30 Recovery Time 15 Power 50



AP to Level 3

Assist 80 Recovery Time 50 Power 160



AP to Level 4

Assist 860 Recovery Time 330 Power 600



AP to Level 5

Assist 2,850 Recovery Time 650 Power 1,600



Field Move Cut 1

When appearing as an enemy

Group Bug

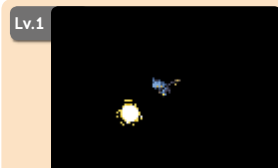
Friendship Gauge 500

Agitated Gauge —

AP Received 2

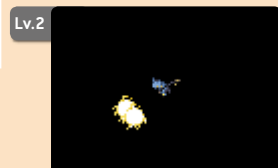
N-043

# Shinx



AP to Level 2

Assist 10 Recovery Time 25 Power 15



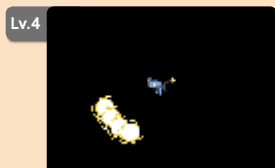
AP to Level 3

Assist 30 Recovery Time 115 Power 70



AP to Level 4

Assist 830 Recovery Time 390 Power 325



AP to Level 5

Assist 3,300 Recovery Time 725 Power 1,000



Field Move Electrify 1

When appearing as an enemy

Group Electric

Friendship Gauge 180

Agitated Gauge —

AP Received 1

N-044

# Luxio



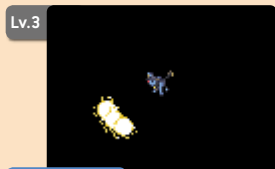
AP to Level 2

Assist 10 Recovery Time 10 Power 80



AP to Level 3

Assist 30 Recovery Time 40 Power 240



AP to Level 4

Assist 830 Recovery Time 150 Power 800



AP to Level 5

Assist 3,300 Recovery Time 575 Power 2,150



Field Move Electrify 1

When appearing as an enemy

Group Electric


Friendship Gauge 3,476

Agitated Gauge —

AP Received 9

**N-045**


**Luxray**



Group **Electric**

Poké Assist **Thunderbolt**

**Lv.1**



Max. Hits **1**

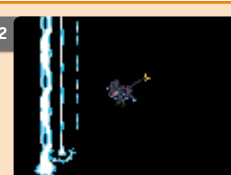
Recovery Time **9 sec**

Power **200**

AP to Level 2

Assist **10** Recovery Time **10** Power **80**

**Lv.2**



Max. Hits **1**


Recovery Time **8 sec**

Power **240**

AP to Level 3

Assist **70** Recovery Time **40** Power **240**

**Lv.3**



Max. Hits **1**


Recovery Time **7.5 sec**

Power **300**

AP to Level 4

Assist **720** Recovery Time **150** Power **800**

**Lv.4**



Max. Hits **1**

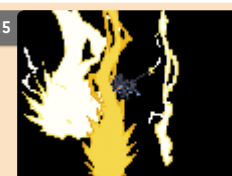
Recovery Time **7 sec**

Power **360**

AP to Level 5

Assist **2,610** Recovery Time **575** Power **2,150**

**Lv.5**



Max. Hits **1**

Recovery Time **6 sec**

Power **420**

**Field Move** **Electrify**

Group **Electric**

When appearing as an enemy


Friendship Gauge **6,204**

Agitated Gauge **—**

AP Received **14**

**N-046**


**Mothim**



Group **Bug**

Poké Assist **Light Wind**

**Lv.1**



Max. Hits **5**


Recovery Time **9 sec**

Power **48**

AP to Level 2

Assist **50** Recovery Time **20** Power **50**

**Lv.2**



Max. Hits **5**


Recovery Time **6.25 sec**

Power **54**

AP to Level 3

Assist **120** Recovery Time **105** Power **160**

**Lv.3**



Max. Hits **5**

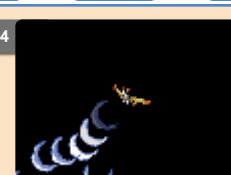
Recovery Time **5.75 sec**

Power **72**

AP to Level 4

Assist **600** Recovery Time **375** Power **600**

**Lv.4**



Max. Hits **5**


Recovery Time **5.25 sec**

Power **90**

AP to Level 5

Assist **3,400** Recovery Time **700** Power **1,600**

**Lv.5**



Max. Hits **5**

Recovery Time **4.25 sec**

Power **108**

**Field Move** **Cut**

Group **Bug**

When appearing as an enemy


Friendship Gauge **380**

Agitated Gauge **—**

AP Received **2**

**N-047**


**Chingling**



Group **Psychic**

Poké Assist **Strange Spheres (Slow)**

**Lv.1**



Max. Hits **2**


Recovery Time **5 sec**

Power **10**

AP to Level 2

Assist **5** Recovery Time **5** Power **5**

**Lv.2**



Max. Hits **2**

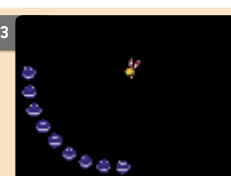
Recovery Time **4 sec**

Power **12**

AP to Level 3

Assist **15** Recovery Time **10** Power **10**

**Lv.3**



Max. Hits **2**

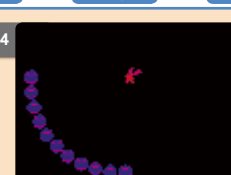
Recovery Time **3 sec**

Power **15**

AP to Level 4

Assist **60** Recovery Time **30** Power **40**

**Lv.4**



Max. Hits **2**

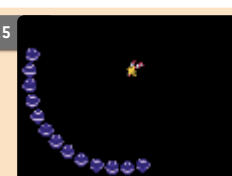
Recovery Time **2.5 sec**

Power **20**

AP to Level 5

Assist **400** Recovery Time **120** Power **300**

**Lv.5**



Max. Hits **2**

Recovery Time **2 sec**

Power **22**

**Field Move** **Psy Power**

Group **Psychic**

When appearing as an enemy


Friendship Gauge **134**

Agitated Gauge **—**

AP Received **1**

**N-048**


**Chimecho**



Group **Psychic**

Poké Assist **Strange Rings (Slow)**

**Lv.1**



Max. Hits **1**

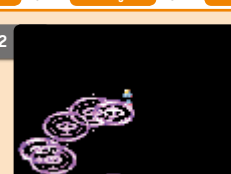
Recovery Time **6.5 sec**

Power **40**

AP to Level 2

Assist **10** Recovery Time **25** Power **10**

**Lv.2**



Max. Hits **1**

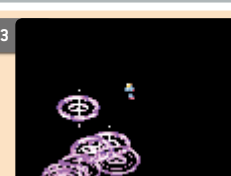
Recovery Time **6 sec**

Power **55**

AP to Level 3

Assist **45** Recovery Time **115** Power **60**

**Lv.3**



Max. Hits **1**

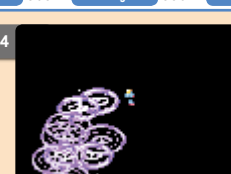
Recovery Time **5.5 sec**

Power **70**

AP to Level 4

Assist **365** Recovery Time **390** Power **250**

**Lv.4**



Max. Hits **1**


Recovery Time **5 sec**

Power **100**

AP to Level 5

Assist **2,250** Recovery Time **725** Power **800**

**Lv.5**



Max. Hits **1**

Recovery Time **4 sec**

Power **135**

**Field Move** **Psy Power**

Group **Psychic**

When appearing as an enemy

Friendship Gauge **4,000**

Agitated Gauge **—**

AP Received **10**



N-049

Chatot



AP to Level 2

Assist 10 Recovery Time 15 Power 50



AP to Level 3

Assist 40 Recovery Time 50 Power 160



AP to Level 4

Assist 900 Recovery Time 330 Power 600



AP to Level 5

Assist 3,300 Recovery Time 650 Power 1,600



Field Move Tackle 1

\*Does not appear as an enemy.

N-050

Skorupi



AP to Level 2

Assist 30 Recovery Time 20 Power 20



AP to Level 3

Assist 70 Recovery Time 105 Power 100



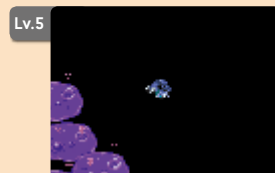
AP to Level 4

Assist 610 Recovery Time 375 Power 400



AP to Level 5

Assist 3,500 Recovery Time 700 Power 1,200



Field Move Crush 1

When appearing as an enemy

Group Poison

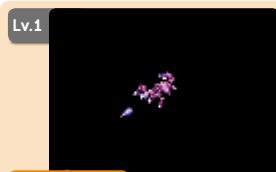
Friendship Gauge 4,375

Agitated Gauge —

AP Received 10

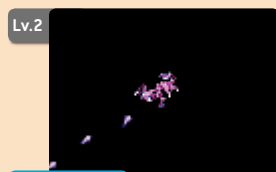
N-051

Drapion



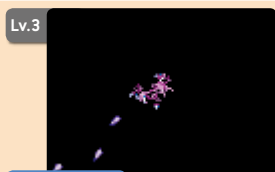
AP to Level 2

Assist 250 Recovery Time 5 Power 120



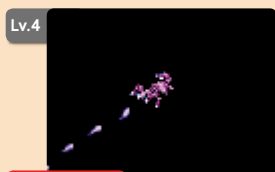
AP to Level 3

Assist 500 Recovery Time 20 Power 320



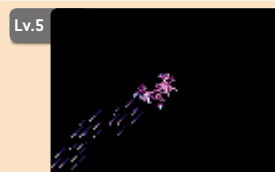
AP to Level 4

Assist 1,500 Recovery Time 120 Power 1,075



AP to Level 5

Assist 5,000 Recovery Time 525 Power 2,750



Field Move Crush 1

When appearing as an enemy

Group Poison

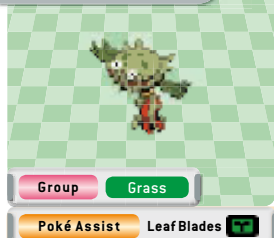
Friendship Gauge 300

Agitated Gauge 40

AP Received 2

N-052

Carnivine



AP to Level 2

Assist 30 Recovery Time 15 Power 15



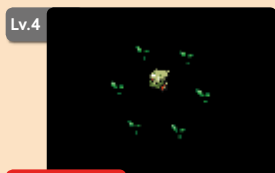
AP to Level 3

Assist 90 Recovery Time 50 Power 55



AP to Level 4

Assist 720 Recovery Time 330 Power 300



AP to Level 5

Assist 3,700 Recovery Time 650 Power 500



Field Move Cut 1

When appearing as an enemy


Group Grass

Friendship Gauge 340

Agitated Gauge —

AP Received 2

**N-053**  
**Tangrowth**



Group: Grass  
Poké Assist: Ivy Pillars

Level	Max. Hits	Recovery Time	Power
Lv.1	3	9 sec	48
Lv.2	3	8.5 sec	54
Lv.3	3	8 sec	63
Lv.4	3	7.5 sec	108
Lv.5	5	6.5 sec	168


AP to Level 2: Assist 250, Recovery Time 5, Power 120  
AP to Level 3: Assist 500, Recovery Time 20, Power 320  
AP to Level 4: Assist 1,500, Recovery Time 20, Power 320  
AP to Level 5: Assist 5,000, Recovery Time 525, Power 2,750

Field Move: Crush 1

When appearing as an enemy:

- Group: Grass
- Friendship Gauge: 2,610 (M) 13,750 (W)
- Agitated Gauge: 226 (M) 990 (W)
- AP Received: 5 (M) 24 (W)

**N-054**  
**Eevee**



Group: Normal  
Poké Assist: Scatters Hearts (Normal)

Level	Max. Hits	Recovery Time	Power
Lv.1	5	6 sec	14
Lv.2	7	5.5 sec	31
Lv.3	7	5 sec	52
Lv.4	7	4.5 sec	73
Lv.5	7	3.5 sec	94


AP to Level 2: Assist 30, Recovery Time 25, Power 10  
AP to Level 3: Assist 80, Recovery Time 120, Power 60  
AP to Level 4: Assist 860, Recovery Time 405, Power 200  
AP to Level 5: Assist 2,850, Recovery Time 750, Power 700

Field Move: Tackle 1

When appearing as an enemy:

- Group: Normal
- Friendship Gauge: 420
- Agitated Gauge: —
- AP Received: 1

**N-055**  
**Vaporeon**



Group: Water  
Poké Assist: Water Beam

Level	Max. Hits	Recovery Time	Power
Lv.1	7	9 sec	20
Lv.2	10	6.25 sec	28
Lv.3	14	5.75 sec	40
Lv.4	23	5.25 sec	52
Lv.5	28	4.25 sec	66


AP to Level 2: Assist 20, Recovery Time 20, Power 20  
AP to Level 3: Assist 140, Recovery Time 105, Power 100  
AP to Level 4: Assist 810, Recovery Time 375, Power 400  
AP to Level 5: Assist 3,500, Recovery Time 700, Power 1,200

Field Move: Soak 1

When appearing as an enemy:

- Group: Water
- Friendship Gauge: 2,236
- Agitated Gauge: —
- AP Received: 6

**N-056**  
**Jolteon**



Group: Electric  
Poké Assist: Electric Beam

Level	Max. Hits	Recovery Time	Power
Lv.1	7	9 sec	20
Lv.2	10	6.25 sec	28
Lv.3	14	5.75 sec	40
Lv.4	23	5.25 sec	52
Lv.5	28	4.25 sec	66

AP to Level 2: Assist 20, Recovery Time 20, Power 20  
AP to Level 3: Assist 140, Recovery Time 105, Power 100  
AP to Level 4: Assist 810, Recovery Time 375, Power 400  
AP to Level 5: Assist 3,500, Recovery Time 700, Power 1,200

Field Move: Electrify 1

When appearing as an enemy:

- Group: Electric
- Friendship Gauge: 6,090
- Agitated Gauge: —
- AP Received: 11



N-057

Flareon



Group Fire

Poké Assist Fire Beam



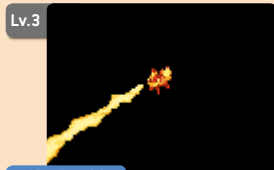
AP to Level 2

Assist 20 Recovery Time 5 Power 120



AP to Level 3

Assist 140 Recovery Time 20 Power 320



AP to Level 4

Assist 810 Recovery Time 120 Power 1,075



AP to Level 5

Assist 3,500 Recovery Time 525 Power 2,750



Field Move Burn

When appearing as an enemy

Group Fire

Friendship Gauge 1,200

Agitated Gauge —

AP Received 3

N-058

Espeon



Group Psychic

Poké Assist Strange Spheres Power



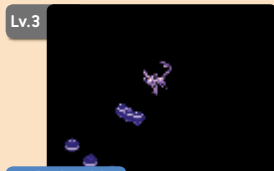
AP to Level 2

Assist 20 Recovery Time 20 Power 15



AP to Level 3

Assist 80 Recovery Time 105 Power 30



AP to Level 4

Assist 980 Recovery Time 375 Power 75



AP to Level 5

Assist 4,000 Recovery Time 700 Power 350



Field Move Psy Power

When appearing as an enemy

Group Psychic

Friendship Gauge 6,375

Agitated Gauge —

AP Received 14

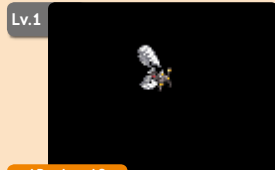
N-059

Umbreon



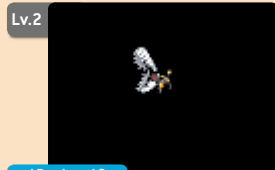
Group Dark

Poké Assist Bite



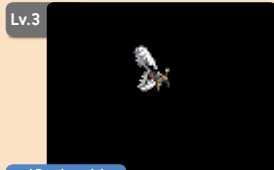
AP to Level 2

Assist 10 Recovery Time 20 Power 20



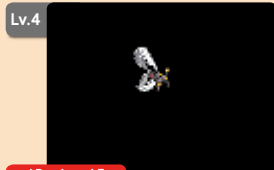
AP to Level 3

Assist 130 Recovery Time 105 Power 100



AP to Level 4

Assist 800 Recovery Time 375 Power 400



AP to Level 5

Assist 3,490 Recovery Time 700 Power 1,200



Field Move Cut

When appearing as an enemy

Group Dark

Friendship Gauge 8,625

Agitated Gauge —

AP Received 14

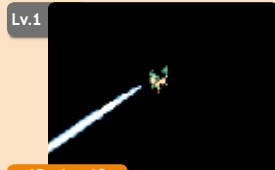
N-060

Leafeon



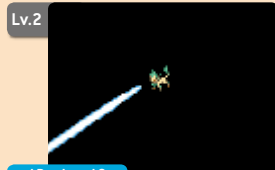
Group Grass

Poké Assist Light Beam



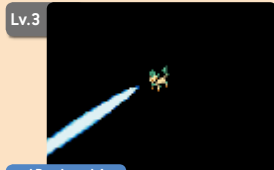
AP to Level 2

Assist 20 Recovery Time 5 Power 120



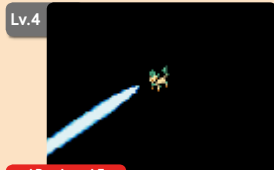
AP to Level 3

Assist 140 Recovery Time 20 Power 320



AP to Level 4

Assist 810 Recovery Time 120 Power 1,075



AP to Level 5

Assist 3,500 Recovery Time 525 Power 2,750



Field Move Cut

When appearing as an enemy

Group Grass


Friendship Gauge 900

Agitated Gauge —

AP Received 3

N-061

Glaceon




Group

Ice

Poké Assist

Ice Spheres (Forward/Time)

Lv.1



Max. Hits

2

Recovery Time

9 sec

Power

100

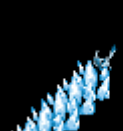
AP to Level 2

Assist 40

Recovery Time 20

Power 20

Lv.2



Max. Hits

2

Recovery Time

6.25 sec

Power

140


AP to Level 3

Assist 80

Recovery Time 105

Power 100

Lv.3



Max. Hits

2

Recovery Time

5.75 sec

Power

150

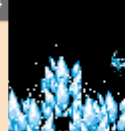
AP to Level 4

Assist 670

Recovery Time 375

Power 400

Lv.4



Max. Hits

2

Recovery Time

5.25 sec

Power

200

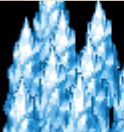
AP to Level 5

Assist 3,500

Recovery Time 700

Power 1,200

Lv.5



Max. Hits

3

Recovery Time

4.25 sec

Power

240

Field Move

Crush

When appearing as an enemy

Group

Ice

Friendship Gauge

7,280

Agitated Gauge


—

AP Received

13

N-062

Charmander




Group

Fire

Poké Assist

Fire Beam

Lv.1



Max. Hits

7

Recovery Time

6.5 sec

Power

8


AP to Level 2

Assist 20

Recovery Time 25

Power 15

Lv.2



Max. Hits

10

Recovery Time

6 sec

Power

18


AP to Level 3

Assist 140

Recovery Time 115

Power 70

Lv.3



Max. Hits

14

Recovery Time

5.5 sec

Power

30

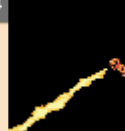
AP to Level 4

Assist 810

Recovery Time 390

Power 325

Lv.4



Max. Hits

23

Recovery Time

5 sec

Power

42


AP to Level 5

Assist 3,500

Recovery Time 725

Power 1,000

Lv.5



Max. Hits

28

Recovery Time

4 sec

Power

53

Field Move

Burn

When appearing as an enemy

Group

Fire

Friendship Gauge

600

Agitated Gauge


—

AP Received

2

N-063

Charmeleon




Group

Fire

Poké Assist

Fire Beam

Lv.1



Max. Hits

7

Recovery Time

9 sec

Power

32


AP to Level 2

Assist 20

Recovery Time 15

Power 50

Lv.2



Max. Hits

10

Recovery Time

7.25 sec

Power

36

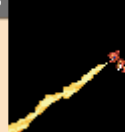
AP to Level 3

Assist 140

Recovery Time 50

Power 160

Lv.3



Max. Hits

14

Recovery Time

6.75 sec

Power

48


AP to Level 4

Assist 810

Recovery Time 330

Power 600

Lv.4



Max. Hits

23

Recovery Time

6.25 sec

Power

60


AP to Level 5

Assist 3,500

Recovery Time 650

Power 1,600

Lv.5



Max. Hits

28

Recovery Time

5.25 sec

Power

72

Field Move

Burn

When appearing as an enemy

Group

Fire

Friendship Gauge

840

Agitated Gauge


—

AP Received

3

N-064

Zubat




Group

Poison

Poké Assist

Poison Sphere

Lv.1



Max. Hits

7

Recovery Time

6.5 sec

Power

16


AP to Level 2

Assist 30

Recovery Time 25

Power 15

Lv.2



Max. Hits

7

Recovery Time

6 sec

Power

36


AP to Level 3

Assist 70

Recovery Time 115

Power 70

Lv.3



Max. Hits

7

Recovery Time

5.5 sec

Power

60


AP to Level 4

Assist 610

Recovery Time 390

Power 325

Lv.4



Max. Hits

7

Recovery Time

5 sec

Power

84


AP to Level 5

Assist 3,500

Recovery Time 725

Power 1,000

Lv.5



Max. Hits

7

Recovery Time

4 sec

Power

108

Field Move

Cut

When appearing as an enemy

Group

Poison

Friendship Gauge

494

Agitated Gauge

—

AP Received

2



N-065

Golbat



Group

Poison

Poké Assist

Poison Sphere

Lv.1



Max. Hits

7

Recovery Time

9 sec

Power

64

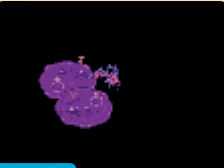
AP to Level 2

Assist 30

Recovery Time 15

Power 50

Lv.2



Max. Hits

7

Recovery Time

7.25 sec

Power

72

AP to Level 3

Assist 70

Recovery Time 50

Power 160

Lv.3



Max. Hits

7

Recovery Time

6.75 sec

Power

96

AP to Level 4

Assist 610

Recovery Time 330

Power 600

Lv.4



Max. Hits

7

Recovery Time

6.25 sec

Power

120

AP to Level 5

Assist 3,500

Recovery Time 650

Power 1,600

Lv.5



Max. Hits

7

Recovery Time

5.25 sec

Power

144

Field Move Cut 1

When appearing as an enemy

Group

Poison

Friendship Gauge 950

Agitated Gauge —

AP Received 3

N-066

Crobat



Group

Poison

Poké Assist

Poison Sphere

Lv.1



Max. Hits

7

Recovery Time

9 sec

Power

80

AP to Level 2

Assist 30

Recovery Time 10

Power 80

Lv.2



Max. Hits

7

Recovery Time

8 sec

Power

96

AP to Level 3

Assist 70

Recovery Time 40

Power 240

Lv.3



Max. Hits

7

Recovery Time

7.5 sec

Power

120

AP to Level 4

Assist 610

Recovery Time 150

Power 800

Lv.4



Max. Hits

7

Recovery Time

7 sec

Power

144

AP to Level 5

Assist 3,500

Recovery Time 575

Power 2,150

Lv.5



Max. Hits

7

Recovery Time

6 sec

Power

168

Field Move Cut 1

When appearing as an enemy

Group

Poison

Friendship Gauge 15,375

Agitated Gauge —

AP Received 19

N-067

Geodude



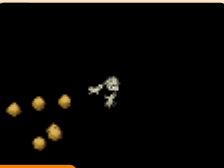
Group

Rock

Poké Assist

Throws Rocks

Lv.1



Max. Hits

1

Recovery Time

6.5 sec

Power

12

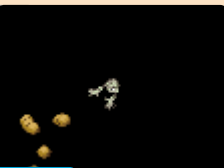
AP to Level 2

Assist 20

Recovery Time 25

Power 15

Lv.2



Max. Hits

1

Recovery Time

6 sec

Power

27

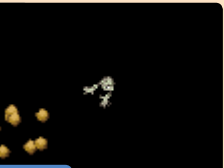
AP to Level 3

Assist 130

Recovery Time 115

Power 70

Lv.3



Max. Hits

1

Recovery Time

5.5 sec

Power

45

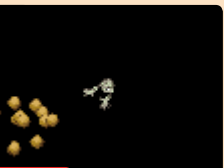
AP to Level 4

Assist 670

Recovery Time 390

Power 325

Lv.4



Max. Hits

1

Recovery Time

5 sec

Power

63

AP to Level 5

Assist 3,050

Recovery Time 725

Power 1,000

Lv.5



Max. Hits

2

Recovery Time

4 sec

Power

81

Field Move Crush 1

When appearing as an enemy

Group

Rock

Friendship Gauge 560

Agitated Gauge —

AP Received 1

N-068

Graveler



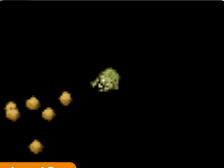
Group

Rock

Poké Assist

Throws Rocks

Lv.1



Max. Hits

1

Recovery Time

9 sec

Power

48

AP to Level 2

Assist 20

Recovery Time 15

Power 50

Lv.2



Max. Hits

1

Recovery Time

7.25 sec

Power

54

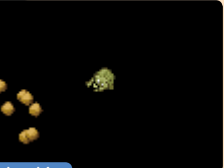
AP to Level 3

Assist 130

Recovery Time 50

Power 160

Lv.3



Max. Hits

1

Recovery Time

6.75 sec

Power

72

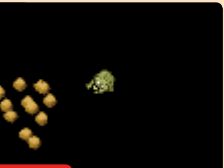
AP to Level 4

Assist 670

Recovery Time 330

Power 600

Lv.4



Max. Hits

1

Recovery Time

6.25 sec

Power

90

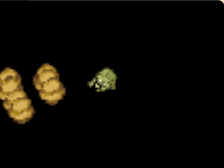
AP to Level 5

Assist 3,050

Recovery Time 650

Power 1,600

Lv.5



Max. Hits

2

Recovery Time

5.25 sec

Power

108

Field Move Crush 1

When appearing as an enemy

Group

Rock


Friendship Gauge 1,140

Agitated Gauge —

AP Received 4

**N-069**

**Golem**



Group **Rock**

Poké Assist Throws Rocks

**Lv.1**

Max. Hits **1**

Recovery Time **9 sec**

Power **60**

AP to Level 2

Assist **20** Recovery Time **5** Power **80**

**Lv.2**

Max. Hits **1**

Recovery Time **8.5 sec**

Power **90**

AP to Level 3

Assist **130** Recovery Time **20** Power **240**

**Lv.3**

Max. Hits **1**

Recovery Time **8 sec**

Power **108**

AP to Level 4

Assist **670** Recovery Time **120** Power **800**

**Lv.4**

Max. Hits **1**

Recovery Time **7.5 sec**

Power **126**

AP to Level 5

Assist **3,050** Recovery Time **525** Power **2,200**

**Lv.5**

Max. Hits **2**

Recovery Time **6.5 sec**

Power **144**

Field Move **Crush** **1**

When appearing as an enemy

Group **Rock**


Friendship Gauge **8,580**

Agitated Gauge **—**

AP Received **14**

**N-070**

**Tyrogue**



Group **Fighting**

Poké Assist Punch

**Lv.1**

Max. Hits **1**

Recovery Time **6.5 sec**

Power **18**

AP to Level 2

Assist **5** Recovery Time **5** Power **5**

**Lv.2**

Max. Hits **1**

Recovery Time **6 sec**

Power **27**

AP to Level 3

Assist **15** Recovery Time **10** Power **10**

**Lv.3**

Max. Hits **1**

Recovery Time **5.5 sec**

Power **36**

AP to Level 4

Assist **60** Recovery Time **30** Power **40**

**Lv.4**

Max. Hits **1**

Recovery Time **5 sec**

Power **45**

AP to Level 5

Assist **400** Recovery Time **120** Power **300**

**Lv.5**

Max. Hits **1**

Recovery Time **4 sec**

Power **54**

Field Move **Crush** **1**

When appearing as an enemy

Group **Fighting**


Friendship Gauge **364**

Agitated Gauge **—**

AP Received **1**

**N-071**

**Hitmonlee**



Group **Fighting**

Poké Assist Kick

**Lv.1**

Max. Hits **1**

Recovery Time **6.75 sec**

Power **96**

AP to Level 2

Assist **20** Recovery Time **20** Power **50**

**Lv.2**

Max. Hits **1**

Recovery Time **6.25 sec**

Power **108**

AP to Level 3

Assist **150** Recovery Time **105** Power **160**

**Lv.3**

Max. Hits **1**

Recovery Time **5.75 sec**

Power **144**

AP to Level 4

Assist **900** Recovery Time **375** Power **600**

**Lv.4**

Max. Hits **1**

Recovery Time **5.25 sec**

Power **180**

AP to Level 5

Assist **3,920** Recovery Time **700** Power **1,600**

**Lv.5**

Max. Hits **1**

Recovery Time **4.25 sec**

Power **216**

Field Move **Crush** **1**

When appearing as an enemy

Group **Fighting**


Friendship Gauge **588**

Agitated Gauge **—**

AP Received **2**

**N-072**

**Hitmonchan**



Group **Fighting**

Poké Assist Punch

**Lv.1**

Max. Hits **1**

Recovery Time **6.75 sec**

Power **90**

AP to Level 2

Assist **20** Recovery Time **20** Power **20**

**Lv.2**

Max. Hits **1**

Recovery Time **6.25 sec**

Power **126**

AP to Level 3

Assist **140** Recovery Time **105** Power **100**

**Lv.3**

Max. Hits **1**

Recovery Time **5.75 sec**

Power **180**

AP to Level 4

Assist **500** Recovery Time **375** Power **400**

**Lv.4**

Max. Hits **1**

Recovery Time **5.25 sec**

Power **234**

AP to Level 5

Assist **3,300** Recovery Time **700** Power **1,200**

**Lv.5**

Max. Hits **1**

Recovery Time **4.25 sec**

Power **297**

Field Move **Crush** **1**

When appearing as an enemy

Group **Fighting**

Friendship Gauge **644**

Agitated Gauge **—**

AP Received **1**



N-073

### Hitmontop



Group Fighting

Poké Assist Kick

Lv.1

Max. Hits 1

Recovery Time 4 sec

Power 120

AP to Level 2

Assist 10 Recovery Time 10 Power 30

Lv.2

Max. Hits 1

Recovery Time 3.5 sec

Power 144

AP to Level 3

Assist 80 Recovery Time 30 Power 80

Lv.3

Max. Hits 1

Recovery Time 3 sec

Power 198

AP to Level 4

Assist 525 Recovery Time 90 Power 500

Lv.4

Max. Hits 1

Recovery Time 2.5 sec

Power 252

AP to Level 5

Assist 2,500 Recovery Time 200 Power 1,000

Lv.5

Max. Hits 1

Recovery Time 2 sec

Power 288

Field Move Crush 1

When appearing as an enemy

Group Fighting

Friendship Gauge 672

Agitated Gauge —

AP Received 2

N-074

### Magby



Group Fire

Poké Assist Spits Fire

Lv.1

Max. Hits 1

Recovery Time 6.75 sec

Power 8

AP to Level 2

Assist 5 Recovery Time 5 Power 5

Lv.2

Max. Hits 1

Recovery Time 6.25 sec

Power 10

AP to Level 3

Assist 15 Recovery Time 10 Power 10

Lv.3

Max. Hits 1

Recovery Time 5.75 sec

Power 12

AP to Level 4

Assist 60 Recovery Time 30 Power 40

Lv.4

Max. Hits 1

Recovery Time 5.25 sec

Power 16

AP to Level 5

Assist 400 Recovery Time 120 Power 300

Lv.5

Max. Hits 1

Recovery Time 4.25 sec

Power 18

Field Move Burn 1

When appearing as an enemy

Group Fire

Friendship Gauge 336

Agitated Gauge —

AP Received 1

N-075

### Magmar



Group Fire

Poké Assist Spits Fire

Lv.1

Max. Hits 1

Recovery Time 7.75 sec

Power 32

AP to Level 2

Assist 20 Recovery Time 15 Power 50

Lv.2

Max. Hits 1

Recovery Time 7.25 sec

Power 36

AP to Level 3

Assist 90 Recovery Time 50 Power 160

Lv.3

Max. Hits 1

Recovery Time 6.75 sec

Power 48

AP to Level 4

Assist 900 Recovery Time 330 Power 600

Lv.4

Max. Hits 1

Recovery Time 6.25 sec

Power 60

AP to Level 5

Assist 3,320 Recovery Time 650 Power 1,600

Lv.5

Max. Hits 1

Recovery Time 5.25 sec

Power 72

Field Move Burn 1

When appearing as an enemy

Group Fire

Friendship Gauge 720

Agitated Gauge —

AP Received 3

N-076

### Magmortar



Group Fire

Poké Assist Spits Fire Quickly

Lv.1

Max. Hits 3

Recovery Time 9 sec

Power 32

AP to Level 2

Assist 250 Recovery Time 5 Power 120

Lv.2

Max. Hits 3

Recovery Time 8.5 sec

Power 36

AP to Level 3

Assist 500 Recovery Time 20 Power 320

Lv.3

Max. Hits 4

Recovery Time 8 sec

Power 42

AP to Level 4

Assist 1,500 Recovery Time 120 Power 1,075

Lv.4

Max. Hits 4

Recovery Time 7.5 sec

Power 72

AP to Level 5

Assist 5,000 Recovery Time 525 Power 2,750

Lv.5

Max. Hits 6

Recovery Time 6.5 sec

Power 112

Field Move Burn 1

When appearing as an enemy

Group Fire


Friendship Gauge 3,204

Agitated Gauge 467

AP Received 6

N-077

Cyndaquil




Group

Fire

Poké Assist

Fire Swirl

Lv.1



Max. Hits

10

Recovery Time

6.5 sec

Power

8


AP to Level 2

Assist 20

Recovery Time 25

Power 15

Lv.2



Max. Hits

14

Recovery Time

6 sec

Power

18


AP to Level 3

Assist 140

Recovery Time 115

Power 70

Lv.3



Max. Hits

26

Recovery Time

5.5 sec

Power

30


AP to Level 4

Assist 800

Recovery Time 390

Power 325

Lv.4



Max. Hits

32

Recovery Time

5 sec

Power

42


AP to Level 5

Assist 3,250

Recovery Time 725

Power 1,000

Lv.5



Max. Hits

40

Recovery Time

4 sec

Power

54

Field Move

Burn

When appearing as an enemy

Group

Fire

Friendship Gauge

288

Agitated Gauge


—

AP Received

1

N-078

Quilava




Group

Fire

Poké Assist

Fire Swirl

Lv.1



Max. Hits

10

Recovery Time

9 sec

Power

20


AP to Level 2

Assist 20

Recovery Time 20

Power 20

Lv.2



Max. Hits

14

Recovery Time

6.25 sec

Power

28


AP to Level 3

Assist 140

Recovery Time 105

Power 100

Lv.3



Max. Hits

26

Recovery Time

5.75 sec

Power

40


AP to Level 4

Assist 800

Recovery Time 375

Power 400

Lv.4



Max. Hits

32

Recovery Time

5.25 sec

Power

52


AP to Level 5

Assist 3,250

Recovery Time 700

Power 1,200

Lv.5



Max. Hits

40

Recovery Time

4.25 sec

Power

66

Field Move

Burn

When appearing as an enemy

Group

Fire

Friendship Gauge

616

Agitated Gauge


—

AP Received

2

N-079

Typhlosion




Group

Fire

Poké Assist

Fire Swirl

Lv.1



Max. Hits

10

Recovery Time

9 sec

Power

40


AP to Level 2

Assist 20

Recovery Time 15

Power 80

Lv.2



Max. Hits

14

Recovery Time

7.25 sec

Power

48


AP to Level 3

Assist 140

Recovery Time 50

Power 240

Lv.3



Max. Hits

26

Recovery Time

6.75 sec

Power

60


AP to Level 4

Assist 800

Recovery Time 330

Power 800

Lv.4



Max. Hits

32

Recovery Time

6.25 sec

Power

72

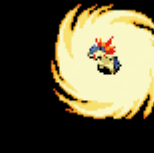
AP to Level 5

Assist 3,250

Recovery Time 650

Power 2,150

Lv.5



Max. Hits

40

Recovery Time

5.25 sec

Power

84

Field Move

Tackle

When appearing as an enemy

Group

Fire

Friendship Gauge

1,260

Agitated Gauge


—

AP Received

4

N-080

Shuckle




Group

Rock

Poké Assist

Drops Rocks (Power/Lang-Hug)

Lv.1



Max. Hits

1

Recovery Time

7.75 sec

Power

112


AP to Level 2

Assist 10

Recovery Time 15

Power 50

Lv.2



Max. Hits

1

Recovery Time

7.25 sec

Power

126


AP to Level 3

Assist 70

Recovery Time 50

Power 160

Lv.3



Max. Hits

1

Recovery Time

6.75 sec

Power

168

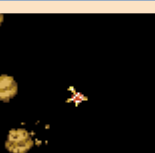
AP to Level 4

Assist 670

Recovery Time 330

Power 600

Lv.4



Max. Hits

1

Recovery Time

6.25 sec

Power

210

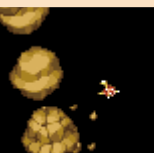
AP to Level 5

Assist 3,500

Recovery Time 650

Power 1,600

Lv.5



Max. Hits

1

Recovery Time

5.25 sec

Power

252

Field Move

Crush

When appearing as an enemy

Group

Rock

Friendship Gauge

3,360

Agitated Gauge

—

AP Received

3

Pokémon Browser—Wireless Multiplayer Mission/Temple Partner Cyndaquil•Quilava•Typhlosion•Shuckle

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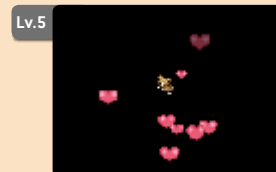
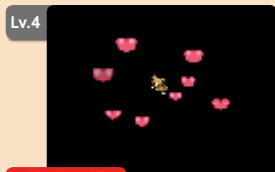
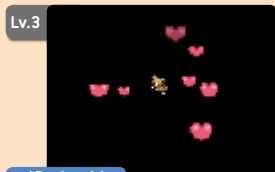
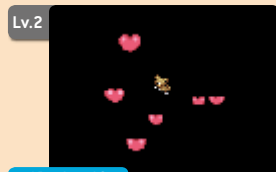
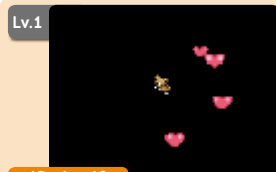
N-081

Teddiursa



Group Normal

Poké Assist Scatters Hearts (Remount)



Field Move Crush 1

When appearing as an enemy

Group Normal

Friendship Gauge 364

Agitated Gauge —

AP Received 1

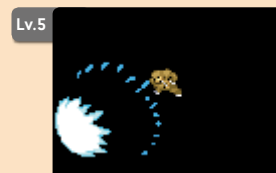
N-082

Ursaring



Group Normal

Poké Assist Shock Wave



Field Move Tackle 1

When appearing as an enemy

Group Normal

Friendship Gauge 1,596

Agitated Gauge —

AP Received 4

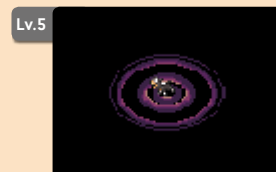
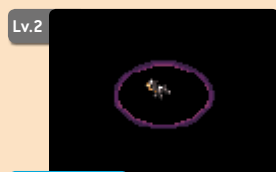
N-083

Houndour



Group Dark

Poké Assist Dark Surge



Field Move Tackle 1

When appearing as an enemy

Group Dark

Friendship Gauge 280

Agitated Gauge —

AP Received 1

N-084

Houndoom



Group Dark

Poké Assist Dark Surge



Field Move Burn 1

When appearing as an enemy

Group Dark

Friendship Gauge 16,500

Agitated Gauge 1,485

AP Received 20

N-085

Phanpy



Group Ground

Poké Assist Ground Split (Surrounding)

Lv.1

Max. Hits 2

Recovery Time 6.75 sec

Power 80

AP to Level 2

Assist 10 Recovery Time 20 Power 20

Lv.2

Max. Hits 2

Recovery Time 6.25 sec

Power 112

AP to Level 3

Assist 110 Recovery Time 105 Power 100

Lv.3

Max. Hits 2

Recovery Time 5.75 sec

Power 160

AP to Level 4

Assist 800 Recovery Time 375 Power 400

Lv.4

Max. Hits 2

Recovery Time 5.25 sec

Power 208

AP to Level 5

Assist 2,850 Recovery Time 700 Power 1,200

Lv.5

Max. Hits 3

Recovery Time 4.25 sec

Power 264

Field Move Tackle 1

\*Does not appear as an enemy.

N-086

Donphan



Group Ground

Poké Assist Ground Split (Surrounding)

Lv.1

Max. Hits 2

Recovery Time 9 sec

Power 160

AP to Level 2

Assist 10 Recovery Time 10 Power 80

Lv.2

Max. Hits 2

Recovery Time 8 sec

Power 192

AP to Level 3

Assist 110 Recovery Time 40 Power 240

Lv.3

Max. Hits 2

Recovery Time 7.5 sec

Power 240

AP to Level 4

Assist 800 Recovery Time 150 Power 800

Lv.4

Max. Hits 2

Recovery Time 7 sec

Power 288

AP to Level 5

Assist 2,850 Recovery Time 575 Power 2,150

Lv.5

Max. Hits 3

Recovery Time 6 sec

Power 360

Field Move Tackle 1

When appearing as an enemy

Group Ground

Friendship Gauge 784

Agitated Gauge —

AP Received 2

N-087

Larvitar



Group Ground

Poké Assist Ground Split (Surrounding)

Lv.1

Max. Hits 2

Recovery Time 6.75 sec

Power 32

AP to Level 2

Assist 10 Recovery Time 20 Power 15

Lv.2

Max. Hits 2

Recovery Time 6.25 sec

Power 48

AP to Level 3

Assist 50 Recovery Time 105 Power 70

Lv.3

Max. Hits 2

Recovery Time 5.75 sec

Power 72

AP to Level 4

Assist 500 Recovery Time 375 Power 325

Lv.4

Max. Hits 2

Recovery Time 5.25 sec

Power 96

AP to Level 5

Assist 1,500 Recovery Time 700 Power 1,000

Lv.5

Max. Hits 3

Recovery Time 4.25 sec

Power 120

Field Move Crush 1

\*Does not appear as an enemy.

N-088

Pupitar



Group Ground

Poké Assist Ground Split (Surrounding)

Lv.1

Max. Hits 2

Recovery Time 9 sec

Power 128

AP to Level 2

Assist 10 Recovery Time 15 Power 50

Lv.2

Max. Hits 2

Recovery Time 7.25 sec

Power 144

AP to Level 3

Assist 110 Recovery Time 50 Power 160

Lv.3

Max. Hits 2

Recovery Time 6.75 sec

Power 192

AP to Level 4

Assist 800 Recovery Time 330 Power 600

Lv.4

Max. Hits 2

Recovery Time 6.25 sec

Power 240

AP to Level 5

Assist 2,850 Recovery Time 650 Power 1,600

Lv.5

Max. Hits 3

Recovery Time 5.25 sec

Power 288

Field Move Crush 1

\*Does not appear as an enemy.

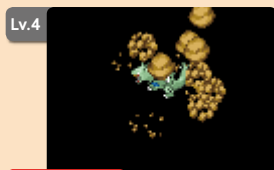
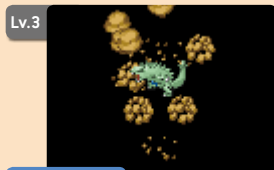
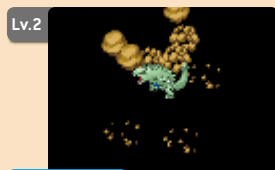
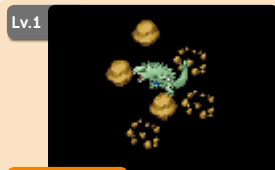
Pokémon Browser—Wireless Multiplayer Mission/Temple Partner

Phanpy•Donphan•Larvitar•Pupitar



N-089

## Tyranitar



Field Move Crush 1

When appearing as an enemy

Group Rock

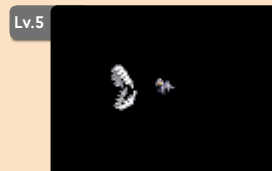
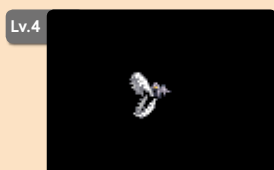
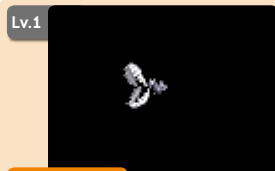
Friendship Gauge 2,125 (Mid) 25,625 (Max)

Agitated Gauge 1,215 (Mid) 1,845 (Max)

AP Received 11 (Mid) 34 (Max)

N-090

## Poochyena

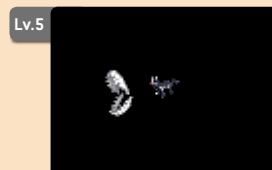
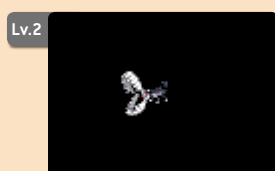
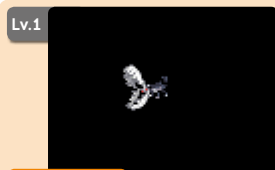
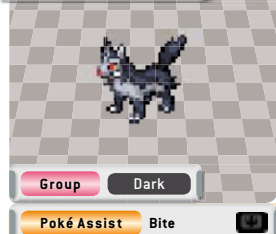


Field Move Crush 1

\*Does not appear as an enemy.

N-091

## Mightyena



Field Move Crush 1

When appearing as an enemy

Group Dark

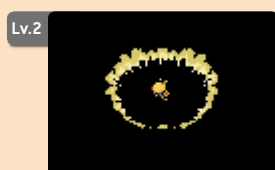
Friendship Gauge 2,850

Agitated Gauge —

AP Received 6

N-092

## Makuhita



Field Move Crush 1

When appearing as an enemy

Group Fighting


Friendship Gauge 364

Agitated Gauge —

AP Received 1

**N-093**

**Hariyama**



Group: Fighting

Poké Assist: Shock Wave (Surrounding)

Level	Max. Hits	Recovery Time	Power
Lv.1	1	9 sec	180
Lv.2	1	8 sec	216
Lv.3	1	7.5 sec	270
Lv.4	1	7 sec	324
Lv.5	1	6 sec	378

AP to Level 2: Assist 10, Recovery Time 10, Power 50

AP to Level 3: Assist 50, Recovery Time 40, Power 160

AP to Level 4: Assist 400, Recovery Time 150, Power 600

AP to Level 5: Assist 2,000, Recovery Time 575, Power 1,600


Field Move: Crush 1

When appearing as an enemy:

- Group: Fighting
- Friendship Gauge: 1,890
- Agitated Gauge: —
- AP Received: 4

**N-094**

**Aron**



Group: Steel

Poké Assist: Steel Sphere Drop (Pinned)

Level	Max. Hits	Recovery Time	Power
Lv.1	1	6.5 sec	14
Lv.2	1	6 sec	31
Lv.3	1	5.5 sec	52
Lv.4	1	5 sec	73
Lv.5	1	4 sec	94

AP to Level 2: Assist 10, Recovery Time 25, Power 15

AP to Level 3: Assist 120, Recovery Time 115, Power 70

AP to Level 4: Assist 120, Recovery Time 115, Power 70


AP to Level 5: Assist 3,300, Recovery Time 725, Power 1,000

Field Move: Tackle 1

\*Does not appear as an enemy.

**N-095**

**Lairon**



Group: Steel

Poké Assist: Steel Sphere Drop (Pinned)

Level	Max. Hits	Recovery Time	Power
Lv.1	1	9 sec	56
Lv.2	1	7.25 sec	63
Lv.3	1	6.75 sec	84
Lv.4	1	6.25 sec	105
Lv.5	1	5.25 sec	126

AP to Level 2: Assist 10, Recovery Time 15, Power 50

AP to Level 3: Assist 120, Recovery Time 50, Power 160

AP to Level 4: Assist 700, Recovery Time 330, Power 600

AP to Level 5: Assist 3,330, Recovery Time 650, Power 1,600


Field Move: Tackle 1

When appearing as an enemy:

- Group: Steel
- Friendship Gauge: 1,680
- Agitated Gauge: —
- AP Received: 3

**N-096**

**Aggron**



Group: Steel

Poké Assist: Drops Steel Spheres

Level	Max. Hits	Recovery Time	Power
Lv.1	2	9 sec	80
Lv.2	2	5 sec	120
Lv.3	2	8 sec	144
Lv.4	2	7.5 sec	168
Lv.5	3	6.5 sec	192

AP to Level 2: Assist 10, Recovery Time 5, Power 120

AP to Level 3: Assist 120, Recovery Time 20, Power 320

AP to Level 4: Assist 670, Recovery Time 120, Power 1,075

AP to Level 5: Assist 3,420, Recovery Time 525, Power 2,750

Field Move: Tackle 1

When appearing as an enemy:

- Group: Steel
- Friendship Gauge: 4,200
- Agitated Gauge: 202
- AP Received: 5



N-097

Numel



Group Fire

Poké Assist Fire Pillar (Surrounding)

Lv.1

Max. Hits 4

Recovery Time 6.75 sec

Power 48

AP to Level 2

Assist 40 Recovery Time 20 Power 15

Lv.2

Max. Hits 4

Recovery Time 6.25 sec

Power 72

AP to Level 3

Assist 130 Recovery Time 105 Power 70

Lv.3

Max. Hits 5

Recovery Time 5.75 sec

Power 90

AP to Level 4

Assist 1,010 Recovery Time 375 Power 325

Lv.4

Max. Hits 5

Recovery Time 5.25 sec

Power 126

AP to Level 5

Assist 2,850 Recovery Time 700 Power 1,000

Lv.5

Max. Hits 12

Recovery Time 4.25 sec

Power 162

Field Move Burn 1

When appearing as an enemy

Group Fire

Friendship Gauge 588

Agitated Gauge —

AP Received 1

N-098

Camerupt



Group Fire

Poké Assist Fire Pillar (Surrounding)

Lv.1

Max. Hits 4

Recovery Time 9 sec

Power 120

AP to Level 2

Assist 40 Recovery Time 15 Power 120

Lv.2

Max. Hits 4

Recovery Time 7.25 sec

Power 180

AP to Level 3

Assist 130 Recovery Time 50 Power 250

Lv.3

Max. Hits 5

Recovery Time 6.75 sec

Power 216

AP to Level 4

Assist 1,010 Recovery Time 330 Power 800

Lv.4

Max. Hits 5

Recovery Time 6.25 sec

Power 252

AP to Level 5

Assist 2,850 Recovery Time 650 Power 2,400

Lv.5

Max. Hits 12

Recovery Time 5.25 sec

Power 288

Field Move Burn 1

When appearing as an enemy

Group Fire

Friendship Gauge 2,210

Agitated Gauge —

AP Received 6

N-099

Shieldon



Group Steel

Poké Assist Drops Steel Spheres

Lv.1

Max. Hits 27

Recovery Time 7.75 sec

Power 128

AP to Level 2

Assist 20 Recovery Time 15 Power 50

Lv.2

Max. Hits 27

Recovery Time 7.25 sec

Power 144

AP to Level 3

Assist 40 Recovery Time 50 Power 160

Lv.3

Max. Hits 27

Recovery Time 6.75 sec

Power 192

AP to Level 4

Assist 500 Recovery Time 330 Power 600

Lv.4

Max. Hits 27

Recovery Time 6.25 sec

Power 240

AP to Level 5

Assist 3,000 Recovery Time 650 Power 1,600

Lv.5

Max. Hits 27

Recovery Time 5.25 sec

Power 288

Field Move Tackle 1

When appearing as an enemy

Group Steel

Friendship Gauge 1,330

Agitated Gauge —

AP Received 2

N-100

Bastiodon



Group Steel

Poké Assist Steel Sphere Drop (Passive)

Lv.1

Max. Hits 1

Recovery Time 9 sec

Power 70

AP to Level 2

Assist 10 Recovery Time 5 Power 120

Lv.2

Max. Hits 1

Recovery Time 8.5 sec

Power 105

AP to Level 3

Assist 120 Recovery Time 20 Power 320

Lv.3

Max. Hits 1

Recovery Time 8 sec

Power 126

AP to Level 4

Assist 700 Recovery Time 120 Power 1,075

Lv.4

Max. Hits 1

Recovery Time 7.5 sec

Power 147

AP to Level 5

Assist 3,330 Recovery Time 525 Power 2,750

Lv.5

Max. Hits 1

Recovery Time 6.5 sec

Power 168

Field Move Tackle 1

When appearing as an enemy

Group Steel

Friendship Gauge 2,520

Agitated Gauge 121

AP Received 4

N-101

Mime Jr.

Group Psychic

Poké Assist Strange Spheres (Slow)

Lv.1

Max. Hits 2

Recovery Time 6 sec

Power 10

AP to Level 2

Assist 5 Recovery Time 5 Power 5

Lv.2

Max. Hits 2

Recovery Time 5 sec

Power 15

AP to Level 3

Assist 15 Recovery Time 10 Power 10

Lv.3

Max. Hits 2

Recovery Time 4 sec

Power 22

AP to Level 4

Assist 60 Recovery Time 30 Power 40

Lv.4

Max. Hits 2

Recovery Time 3.5 sec

Power 30

AP to Level 5

Assist 400 Recovery Time 120 Power 300

Lv.5

Max. Hits 2

Recovery Time 3 sec

Power 40

Field Move Tackle 1

Group Psychic

When appearing as an enemy

Friendship Gauge 364

Agitated Gauge —

AP Received 1

N-102

Munchlax

Group Normal

Poké Assist Shock Wave

Lv.1

Max. Hits 2

Recovery Time 7.75 sec

Power 12

AP to Level 2

Assist 5 Recovery Time 5 Power 5

Lv.2

Max. Hits 3

Recovery Time 7.5 sec

Power 18

AP to Level 3

Assist 15 Recovery Time 10 Power 10

Lv.3

Max. Hits 3

Recovery Time 7.25 sec

Power 30

AP to Level 4

Assist 60 Recovery Time 30 Power 40

Lv.4

Max. Hits 4

Recovery Time 7 sec

Power 36

AP to Level 5

Assist 400 Recovery Time 120 Power 300

Lv.5

Max. Hits 9

Recovery Time 6.5 sec

Power 54

Field Move Crush 1

Group Normal

When appearing as an enemy

Friendship Gauge 476

Agitated Gauge —

AP Received 1

N-103

Hippopotas

Group Ground

Poké Assist Ground Split (Power Long)

Lv.1

Max. Hits 2

Recovery Time 7.75 sec

Power 48

AP to Level 2

Assist 20 Recovery Time 15 Power 50

Lv.2

Max. Hits 2

Recovery Time 7.25 sec

Power 72

AP to Level 3

Assist 90 Recovery Time 50 Power 160

Lv.3

Max. Hits 2

Recovery Time 6.75 sec

Power 108

AP to Level 4

Assist 1,050 Recovery Time 330 Power 600

Lv.4

Max. Hits 2

Recovery Time 6.25 sec

Power 144

AP to Level 5

Assist 3,000 Recovery Time 650 Power 1,600

Lv.5

Max. Hits 3

Recovery Time 5.25 sec

Power 216

Field Move Tackle 1

Group Ground

When appearing as an enemy

Friendship Gauge 504

Agitated Gauge —

AP Received 1

N-104

Hippowdon

Group Ground

Poké Assist Ground Split (Power Long)

Lv.1

Max. Hits 2

Recovery Time 9 sec

Power 96

AP to Level 2

Assist 20 Recovery Time 5 Power 120

Lv.2

Max. Hits 2

Recovery Time 8.5 sec

Power 108

AP to Level 3

Assist 90 Recovery Time 20 Power 320

Lv.3

Max. Hits 2

Recovery Time 8 sec

Power 144

AP to Level 4

Assist 1,050 Recovery Time 120 Power 1,075

Lv.4

Max. Hits 2

Recovery Time 7.5 sec

Power 180

AP to Level 5

Assist 3,000 Recovery Time 525 Power 2,750

Lv.5

Max. Hits 3

Recovery Time 6.5 sec

Power 288

Field Move Crush 1

Group Ground

When appearing as an enemy

Friendship Gauge 8,316

Agitated Gauge —

AP Received 14

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Mime Jr. • Munchlax • Hippopotas • Hippowdon

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N-105

# Croagunk



Lv.1

Max. Hits 1  
Recovery Time 6.75 sec  
Power 20

AP to Level 2  
Assist 20 Recovery Time 20 Power 20

Lv.2

Max. Hits 1  
Recovery Time 6.25 sec  
Power 28

AP to Level 3  
Assist 90 Recovery Time 105 Power 100

Lv.3

Max. Hits 1  
Recovery Time 5.75 sec  
Power 40

AP to Level 4  
Assist 900 Recovery Time 375 Power 400

Lv.4

Max. Hits 1  
Recovery Time 5.25 sec  
Power 52

AP to Level 5  
Assist 3,320 Recovery Time 700 Power 1,200

Lv.5

Max. Hits 1  
Recovery Time 4.25 sec  
Power 66

Field Move Crush 1

When appearing as an enemy

Group Poison  
Friendship Gauge 494  
Agitated Gauge —  
AP Received 2

N-106

# Toxicroak



Lv.1

Max. Hits 1  
Recovery Time 9 sec  
Power 40

AP to Level 2  
Assist 20 Recovery Time 10 Power 80

Lv.2

Max. Hits 1  
Recovery Time 8 sec  
Power 48

AP to Level 3  
Assist 90 Recovery Time 40 Power 240

Lv.3

Max. Hits 1  
Recovery Time 7.5 sec  
Power 60

AP to Level 4  
Assist 900 Recovery Time 150 Power 800

Lv.4

Max. Hits 1  
Recovery Time 7 sec  
Power 72

AP to Level 5  
Assist 3,320 Recovery Time 575 Power 2,150

Lv.5

Max. Hits 1  
Recovery Time 6 sec  
Power 84

Field Move Crush 1

When appearing as an enemy

Group Poison  
Friendship Gauge 1,330  
Agitated Gauge —  
AP Received 3

N-107

# Probopass



Lv.1

Max. Hits 1  
Recovery Time 9 sec  
Power 120

AP to Level 2  
Assist 250 Recovery Time 5 Power 120

Lv.2

Max. Hits 1  
Recovery Time 6 sec  
Power 165

AP to Level 3  
Assist 500 Recovery Time 15 Power 320

Lv.3

Max. Hits 1  
Recovery Time 5.5 sec  
Power 180

AP to Level 4  
Assist 1,500 Recovery Time 80 Power 1,075

Lv.4

Max. Hits 1  
Recovery Time 5 sec  
Power 250

AP to Level 5  
Assist 5,000 Recovery Time 400 Power 2,750

Lv.5

Max. Hits 1  
Recovery Time 4 sec  
Power 280

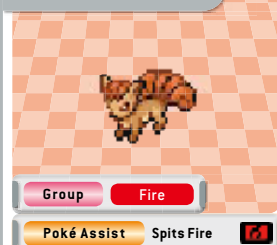
Field Move Tackle 1

When appearing as an enemy

Group Rock  
Friendship Gauge 6,000  
Agitated Gauge 467  
AP Received 6

N-108

# Vulpix



Lv.1

Max. Hits 1  
Recovery Time 6.75 sec  
Power 20

AP to Level 2  
Assist 20 Recovery Time 20 Power 20

Lv.2

Max. Hits 1  
Recovery Time 6.25 sec  
Power 28

AP to Level 3  
Assist 90 Recovery Time 105 Power 100

Lv.3

Max. Hits 1  
Recovery Time 5.75 sec  
Power 40

AP to Level 4  
Assist 900 Recovery Time 375 Power 400

Lv.4

Max. Hits 1  
Recovery Time 5.25 sec  
Power 52

AP to Level 5  
Assist 3,320 Recovery Time 700 Power 1,200

Lv.5

Max. Hits 1  
Recovery Time 4.25 sec  
Power 66

Field Move Burn 1

When appearing as an enemy

Group Fire  
Friendship Gauge 1,300  
Agitated Gauge —  
AP Received 4

N-109

## Ninetales



Group Fire

Poké Assist Spits Fire

Lv.1

Max. Hits 1

Recovery Time 9 sec

Power 40

AP to Level 2

Assist 20 Recovery Time 10 Power 80

Lv.2

Max. Hits 1

Recovery Time 8 sec

Power 48

AP to Level 3

Assist 90 Recovery Time 40 Power 240

Lv.3

Max. Hits 1

Recovery Time 7.5 sec

Power 60

AP to Level 4

Assist 900 Recovery Time 150 Power 800

Lv.4

Max. Hits 1

Recovery Time 7 sec

Power 72

AP to Level 5

Assist 3,320 Recovery Time 575 Power 2,150

Lv.5

Max. Hits 1

Recovery Time 6 sec

Power 84

Field Move Burn

\*Does not appear as an enemy.

N-110

## Mankey



Group Fighting

Poké Assist Punch

Lv.1

Max. Hits 1

Recovery Time 2 sec

Power 36

AP to Level 2

Assist 20 Recovery Time 10 Power 15

Lv.2

Max. Hits 1

Recovery Time 1.75 sec

Power 81

AP to Level 3

Assist 70 Recovery Time 20 Power 70

Lv.3

Max. Hits 1

Recovery Time 1.5 sec

Power 135

AP to Level 4

Assist 350 Recovery Time 50 Power 325

Lv.4

Max. Hits 1

Recovery Time 1 sec

Power 189

AP to Level 5

Assist 2,500 Recovery Time 150 Power 1,000

Lv.5

Max. Hits 1

Recovery Time .5 sec

Power 243

Field Move Crush

When appearing as an enemy

Group Fighting

Friendship Gauge 988

Agitated Gauge —

AP Received 4

N-111

## Primeape



Group Fighting

Poké Assist Punch

Lv.1

Max. Hits 1

Recovery Time 2.5 sec

Power 90

AP to Level 2

Assist 20 Recovery Time 10 Power 20

Lv.2

Max. Hits 1

Recovery Time 2 sec

Power 126

AP to Level 3

Assist 70 Recovery Time 15 Power 100

Lv.3

Max. Hits 1

Recovery Time 1.75 sec

Power 180

AP to Level 4

Assist 350 Recovery Time 35 Power 400

Lv.4

Max. Hits 1

Recovery Time 1.5 sec

Power 234

AP to Level 5

Assist 2,500 Recovery Time 100 Power 1,200

Lv.5

Max. Hits 1

Recovery Time 1 sec

Power 297

Field Move Crush

When appearing as an enemy

Group Fighting

Friendship Gauge 1,720

Agitated Gauge 206

AP Received 7

N-112

## Dodrio



Group Normal

Poké Assist Shock Wave

Lv.1

Max. Hits 2

Recovery Time 9 sec

Power 96

AP to Level 2

Assist 20 Recovery Time 15 Power 75

Lv.2

Max. Hits 3

Recovery Time 7.5 sec

Power 108

AP to Level 3

Assist 80 Recovery Time 80 Power 200

Lv.3

Max. Hits 3

Recovery Time 7 sec

Power 144

AP to Level 4

Assist 920 Recovery Time 315 Power 650

Lv.4

Max. Hits 4

Recovery Time 6.5 sec

Power 180

AP to Level 5

Assist 3,800 Recovery Time 600 Power 1,200

Lv.5

Max. Hits 9

Recovery Time 5.5 sec

Power 216

Field Move Tackle

When appearing as an enemy

Group Normal

Friendship Gauge 1,666

Agitated Gauge —

AP Received 5







**N-113**  
**Koffing**



Group: Poison

Poké Assist: Toxic Gas (Surrounding)

<p>Lv.1</p>  <p>Max. Hits: 1 Recovery Time: 6.5 sec Power: 20</p> <p>AP to Level 2 Assist: 30 Recovery Time: 25 Power: 15</p>	<p>Lv.3</p>  <p>Max. Hits: 2 Recovery Time: 5.5 sec Power: 37</p> <p>AP to Level 4 Assist: 920 Recovery Time: 390 Power: 325</p>
<p>Lv.2</p>  <p>Max. Hits: 2 Recovery Time: 6 sec Power: 30</p> <p>AP to Level 3 Assist: 70 Recovery Time: 115 Power: 70</p>	<p>Lv.4</p>  <p>Max. Hits: 2 Recovery Time: 5 sec Power: 52</p> <p>AP to Level 5 Assist: 3,800 Recovery Time: 725 Power: 1,000</p>

Field Move: Tackle 1

When appearing as an enemy

Group: Poison

Friendship Gauge: 1,300

Agitated Gauge: —





AP Received: 4

**N-114**  
**Weezing**



Group: Poison

Poké Assist: Toxic Gas (Surrounding)

<p>Lv.1</p>  <p>Max. Hits: 1 Recovery Time: 9 sec Power: 50</p> <p>AP to Level 2 Assist: 30 Recovery Time: 5 Power: 120</p>	<p>Lv.3</p>  <p>Max. Hits: 2 Recovery Time: 8 sec Power: 90</p> <p>AP to Level 4 Assist: 920 Recovery Time: 120 Power: 1,075</p>
<p>Lv.2</p>  <p>Max. Hits: 2 Recovery Time: 8.5 sec Power: 75</p> <p>AP to Level 3 Assist: 70 Recovery Time: 20 Power: 320</p>	<p>Lv.4</p>  <p>Max. Hits: 2 Recovery Time: 7.5 sec Power: 105</p> <p>AP to Level 5 Assist: 3,800 Recovery Time: 525 Power: 2,750</p>

Field Move: Crush 1

When appearing as an enemy

Group: Poison

Friendship Gauge: 2,600

Agitated Gauge: —

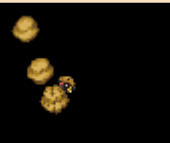
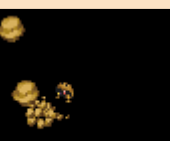
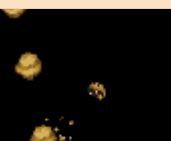
AP Received: 7

**N-115**  
**Kabuto**



Group: Rock

Poké Assist: Drops Rocks (Forward Long Range)

<p>Lv.1</p>  <p>Max. Hits: 1 Recovery Time: 6.5 sec Power: 28</p> <p>AP to Level 2 Assist: 10 Recovery Time: 25 Power: 15</p>	<p>Lv.3</p>  <p>Max. Hits: 1 Recovery Time: 5.5 sec Power: 105</p> <p>AP to Level 4 Assist: 670 Recovery Time: 390 Power: 325</p>
<p>Lv.2</p>  <p>Max. Hits: 1 Recovery Time: 6 sec Power: 63</p> <p>AP to Level 3 Assist: 70 Recovery Time: 115 Power: 70</p>	<p>Lv.4</p>  <p>Max. Hits: 1 Recovery Time: 5 sec Power: 147</p> <p>AP to Level 5 Assist: 3,500 Recovery Time: 725 Power: 1,000</p>

Field Move: Crush 1

When appearing as an enemy

Group: Rock

Friendship Gauge: 1,700

Agitated Gauge: —



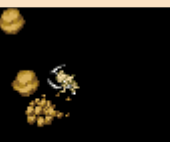
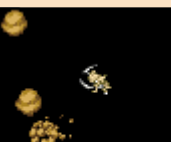
AP Received: 5

**N-116**  
**Kabutops**



Group: Rock

Poké Assist: Drops Rocks (Forward Long Range)

<p>Lv.1</p>  <p>Max. Hits: 1 Recovery Time: 9 sec Power: 140</p> <p>AP to Level 2 Assist: 10 Recovery Time: 10 Power: 80</p>	<p>Lv.3</p>  <p>Max. Hits: 1 Recovery Time: 7.5 sec Power: 210</p> <p>AP to Level 4 Assist: 670 Recovery Time: 150 Power: 800</p>
<p>Lv.2</p>  <p>Max. Hits: 1 Recovery Time: 8 sec Power: 168</p> <p>AP to Level 3 Assist: 70 Recovery Time: 40 Power: 240</p>	<p>Lv.4</p>  <p>Max. Hits: 1 Recovery Time: 7 sec Power: 252</p> <p>AP to Level 5 Assist: 3,500 Recovery Time: 575 Power: 2,150</p>

Field Move: Cut 1

When appearing as an enemy

Group: Rock

Friendship Gauge: 2,990

Agitated Gauge: —

AP Received: 8

N-117

Togepi

Group Normal

Poké Assist Scatters Hearts (Forward)

Lv.1

Max. Hits 5  
Recovery Time 6.5 sec  
Power 35

AP to Level 2  
Assist 30 Recovery Time 25 Power 20

Lv.2

Max. Hits 7  
Recovery Time 6 sec  
Power 49

AP to Level 3  
Assist 80 Recovery Time 115 Power 80

Lv.3

Max. Hits 7  
Recovery Time 5.5 sec  
Power 70

AP to Level 4  
Assist 860 Recovery Time 390 Power 250

Lv.4

Max. Hits 7  
Recovery Time 5 sec  
Power 91

AP to Level 5  
Assist 2,850 Recovery Time 725 Power 900

Lv.5

Max. Hits 7  
Recovery Time 4 sec  
Power 115

Field Move Tackle 1

When appearing as an enemy

Group Normal

Friendship Gauge 1,364

Agitated Gauge —

AP Received 4

N-118

Togetic

Group Normal

Poké Assist Tornado (Forward)

Lv.1

Max. Hits 6  
Recovery Time 9 sec  
Power 15

AP to Level 2  
Assist 20 Recovery Time 20 Power 20

Lv.2

Max. Hits 4  
Recovery Time 6.25 sec  
Power 21

AP to Level 3  
Assist 60 Recovery Time 105 Power 100

Lv.3

Max. Hits 6  
Recovery Time 5.75 sec  
Power 30

AP to Level 4  
Assist 880 Recovery Time 375 Power 400

Lv.4

Max. Hits 9  
Recovery Time 5.25 sec  
Power 39

AP to Level 5  
Assist 3,800 Recovery Time 700 Power 1,200

Lv.5

Max. Hits 10  
Recovery Time 4.25 sec  
Power 49

Field Move Cut 1

When appearing as an enemy

Group Normal

Friendship Gauge —

Agitated Gauge —

AP Received 4

N-119

Togekiss

Group Normal

Poké Assist Light Wind

Lv.1

Max. Hits 5  
Recovery Time 9 sec  
Power 60

AP to Level 2  
Assist 50 Recovery Time 10 Power 120

Lv.2

Max. Hits 5  
Recovery Time 8 sec  
Power 90

AP to Level 3  
Assist 120 Recovery Time 40 Power 320

Lv.3

Max. Hits 5  
Recovery Time 7.5 sec  
Power 108

AP to Level 4  
Assist 600 Recovery Time 150 Power 1,075

Lv.4

Max. Hits 5  
Recovery Time 7 sec  
Power 126

AP to Level 5  
Assist 3,400 Recovery Time 575 Power 2,750

Lv.5

Max. Hits 5  
Recovery Time 6 sec  
Power 144

Field Move Cut 1

When appearing as an enemy

Group Normal

Friendship Gauge 16,250

Agitated Gauge —

AP Received 24

N-120

Mareep

Group Electric

Poké Assist Electric Sphere

Lv.1

Max. Hits 1  
Recovery Time 6.75 sec  
Power 80

AP to Level 2  
Assist 10 Recovery Time 20 Power 20

Lv.2

Max. Hits 1  
Recovery Time 6.25 sec  
Power 112

AP to Level 3  
Assist 30 Recovery Time 105 Power 100

Lv.3

Max. Hits 1  
Recovery Time 5.75 sec  
Power 160

AP to Level 4  
Assist 830 Recovery Time 375 Power 400

Lv.4

Max. Hits 1  
Recovery Time 5.25 sec  
Power 208

AP to Level 5  
Assist 3,300 Recovery Time 700 Power 1,200

Lv.5

Max. Hits 1  
Recovery Time 4.25 sec  
Power 264

Field Move Electrify 1

When appearing as an enemy

Group Electric

Friendship Gauge 1,700

Agitated Gauge —

AP Received 5



N-121

Flaaffy



Group Electric

Poké Assist Electric Sphere

Lv.1

Max. Hits 1

Recovery Time 9 sec

Power 128

AP to Level 2

Assist 10 Recovery Time 15 Power 50

Lv.2

Max. Hits 1

Recovery Time 7.25 sec

Power 144

AP to Level 3

Assist 30 Recovery Time 50 Power 160

Lv.3

Max. Hits 1

Recovery Time 6.75 sec

Power 192

AP to Level 4

Assist 830 Recovery Time 330 Power 600

Lv.4

Max. Hits 1

Recovery Time 6.25 sec

Power 240

AP to Level 5

Assist 3,300 Recovery Time 650 Power 1,600

Lv.5

Max. Hits 1

Recovery Time 5.25 sec

Power 288

Field Move Electrify

Group Electric

Friendship Gauge 1,820

Agitated Gauge —

AP Received 6

When appearing as an enemy

N-122

Ampharos



Group Electric

Poké Assist Electric Beam

Lv.1

Max. Hits 7

Recovery Time 7 sec

Power 40

AP to Level 2

Assist 20 Recovery Time 10 Power 80

Lv.2

Max. Hits 10

Recovery Time 8 sec

Power 48

AP to Level 3

Assist 140 Recovery Time 40 Power 240

Lv.3

Max. Hits 14

Recovery Time 7.5 sec

Power 60

AP to Level 4

Assist 810 Recovery Time 150 Power 800

Lv.4

Max. Hits 23

Recovery Time 7 sec

Power 72

AP to Level 5

Assist 3,500 Recovery Time 575 Power 2,150

Lv.5

Max. Hits 28

Recovery Time 6 sec

Power 84

Field Move Electrify

Group Electric

Friendship Gauge 3,910

Agitated Gauge —

AP Received 8

When appearing as an enemy

N-123

Marill



Group Water

Poké Assist Scatters Bubbles (Forward)

Lv.1

Max. Hits 1

Recovery Time 4.5 sec

Power 8

AP to Level 2

Assist 30 Recovery Time 25 Power 15

Lv.2

Max. Hits 1

Recovery Time 4 sec

Power 18

AP to Level 3

Assist 80 Recovery Time 115 Power 70

Lv.3

Max. Hits 1

Recovery Time 3.5 sec

Power 30

AP to Level 4

Assist 600 Recovery Time 390 Power 325

Lv.4

Max. Hits 1

Recovery Time 3 sec

Power 42

AP to Level 5

Assist 3,000 Recovery Time 725 Power 1,000

Lv.5

Max. Hits 1

Recovery Time 2.5 sec

Power 54

Field Move Soak

Group Water

Friendship Gauge 1,300

Agitated Gauge —

AP Received 3

When appearing as an enemy

N-124

Azumarill



Group Water

Poké Assist Scatters Bubbles (Forward)

Lv.1

Max. Hits 1

Recovery Time 9 sec

Power 32

AP to Level 2

Assist 30 Recovery Time 15 Power 50

Lv.2

Max. Hits 1

Recovery Time 7.25 sec

Power 36

AP to Level 3

Assist 80 Recovery Time 50 Power 160

Lv.3

Max. Hits 1

Recovery Time 6.75 sec

Power 48

AP to Level 4

Assist 600 Recovery Time 330 Power 600

Lv.4

Max. Hits 1

Recovery Time 6.25 sec

Power 60

AP to Level 5

Assist 3,000 Recovery Time 650 Power 1,600

Lv.5

Max. Hits 1

Recovery Time 5.25 sec

Power 72

Field Move Soak

\*Does not appear as an enemy.

**N-125**  
**Politoed**

Group: Water  
Poké Assist: Water Beam

Level	Max. Hits	Recovery Time	Power	Assist	Recovery Time	Power
Lv.1	7	9 sec	40	20	10	80
Lv.2	10	8 sec	48	140	40	240
Lv.3	14	7.5 sec	60	810	150	800
Lv.4	23	7 sec	72	3,500	575	2,150
Lv.5	28	6 sec	84			

Field Move: Soak 1

When appearing as an enemy:

- Group: Water
- Friendship Gauge: 2,132
- Agitated Gauge: —
- AP Received: 6

**N-126**  
**Wooper**

Group: Water  
Poké Assist: Scatters Bubbles (Surrounding)

Level	Max. Hits	Recovery Time	Power	Assist	Recovery Time	Power
Lv.1	5	6.5 sec	8	20	25	15
Lv.2	5	6 sec	18	100	115	70
Lv.3	5	5.5 sec	30	670	390	300
Lv.4	5	5 sec	42	3,500	725	600
Lv.5	2	4 sec	54			

Field Move: Soak 1

When appearing as an enemy:

- Group: Water
- Friendship Gauge: 1,040
- Agitated Gauge: —
- AP Received: 3

**N-127**  
**Quagsire**

Group: Water  
Poké Assist: Scatters Bubbles (Surrounding)

Level	Max. Hits	Recovery Time	Power	Assist	Recovery Time	Power
Lv.1	5	9 sec	32	20	15	50
Lv.2	5	7.25 sec	36	100	50	160
Lv.3	5	6.75 sec	48	670	330	400
Lv.4	5	6.25 sec	60	3,500	650	800
Lv.5	2	5.25 sec	72			

Field Move: Soak 1

When appearing as an enemy:

- Group: Water
- Friendship Gauge: 2,028
- Agitated Gauge: —
- AP Received: 6

**N-128**  
**Girafarig**

Group: Psychic  
Poké Assist: Strange Rings (Slowed)

Level	Max. Hits	Recovery Time	Power	Assist	Recovery Time	Power
Lv.1	1	7.75 sec	40	20	15	50
Lv.2	1	7.25 sec	60	90	50	160
Lv.3	1	6.75 sec	75	730	330	600
Lv.4	1	6.25 sec	120	3,390	650	1,600
Lv.5	1	5.25 sec	180			

Field Move: Tackle 1

When appearing as an enemy:

- Group: Psychic
- Friendship Gauge: 1,300
- Agitated Gauge: —
- AP Received: 4



N-129

## Dunsparce



Group Normal

Poké Assist Shock Wave

Lv.1

Max. Hits 2

Recovery Time 6.75 sec

Power 36

AP to Level 2

Assist 20 Recovery Time 20 Power 20

Lv.2

Max. Hits 3

Recovery Time 6.25 sec

Power 48

AP to Level 3

Assist 80 Recovery Time 105 Power 100

Lv.3

Max. Hits 3

Recovery Time 6.25 sec

Power 48

AP to Level 4

Assist 920 Recovery Time 375 Power 400

Lv.4

Max. Hits 4

Recovery Time 5.75 sec

Power 84

AP to Level 5

Assist 3,800 Recovery Time 700 Power 1,000

Lv.5

Max. Hits 9

Recovery Time 4.25 sec

Power 198

Field Move Crush 1

When appearing as an enemy

Group Normal

Friendship Gauge 780

Agitated Gauge —

AP Received 3

N-130

## Sneasel



Group Dark

Poké Assist Dark Wind

Lv.1

Max. Hits 1

Recovery Time 6.5 sec

Power 8

AP to Level 2

Assist 20 Recovery Time 25 Power 15

Lv.2

Max. Hits 1

Recovery Time 6 sec

Power 18

AP to Level 3

Assist 90 Recovery Time 115 Power 70

Lv.3

Max. Hits 1

Recovery Time 5.5 sec

Power 30

AP to Level 4

Assist 830 Recovery Time 390 Power 325

Lv.4

Max. Hits 1

Recovery Time 5 sec

Power 42

AP to Level 5

Assist 4,000 Recovery Time 725 Power 1,000

Lv.5

Max. Hits 1

Recovery Time 4 sec

Power 54

Field Move Cut 1

When appearing as an enemy

Group Dark

Friendship Gauge 1,300

Agitated Gauge —

AP Received 4

N-131

## Weavile



Group Dark

Poké Assist Dark Wind

Lv.1

Max. Hits 1

Recovery Time 9 sec

Power 32

AP to Level 2

Assist 250 Recovery Time 5 Power 120

Lv.2

Max. Hits 1

Recovery Time 8.5 sec

Power 36

AP to Level 3

Assist 500 Recovery Time 20 Power 320

Lv.3

Max. Hits 1

Recovery Time 8 sec

Power 42

AP to Level 4

Assist 1,500 Recovery Time 120 Power 1,075

Lv.4

Max. Hits 1

Recovery Time 7.5 sec

Power 72

AP to Level 5

Assist 5,000 Recovery Time 525 Power 2,750

Lv.5

Max. Hits 1

Recovery Time 6.5 sec

Power 112

Field Move Cut 1

When appearing as an enemy

Group Dark

Friendship Gauge 4,675

Agitated Gauge 337

AP Received 13

N-132

## Swinub



Group Ground

Poké Assist Ground Split (Surrounding)

Lv.1

Max. Hits 2

Recovery Time 6.5 sec

Power 32

AP to Level 2

Assist 10 Recovery Time 25 Power 15

Lv.2

Max. Hits 2

Recovery Time 6 sec

Power 72

AP to Level 3

Assist 110 Recovery Time 115 Power 70

Lv.3

Max. Hits 2

Recovery Time 5.5 sec

Power 120

AP to Level 4

Assist 800 Recovery Time 390 Power 325

Lv.4

Max. Hits 2

Recovery Time 5 sec

Power 168

AP to Level 5

Assist 2,850 Recovery Time 725 Power 1,000

Lv.5

Max. Hits 3

Recovery Time 4 sec

Power 216

Field Move Tackle 1

When appearing as an enemy

Group Ground


Friendship Gauge 1,300

Agitated Gauge —

AP Received 5

N-133

Piloswine




Group

Ground

Poké Assist

Ground Split (Surrounding)

Lv.1



Max. Hits

2

Recovery Time

9 sec

Power

128


AP to Level 2

Assist 10

Recovery Time 15

Power 60

Lv.2



Max. Hits

2

Recovery Time

7.5 sec

Power

168


AP to Level 3

Assist 110

Recovery Time 50

Power 200

Lv.3



Max. Hits

2

Recovery Time

7 sec

Power

216


AP to Level 4

Assist 800

Recovery Time 330

Power 700

Lv.4



Max. Hits

2

Recovery Time

6.5 sec

Power

264

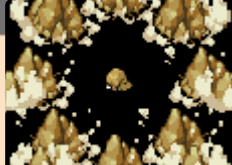
AP to Level 5

Assist 2,850

Recovery Time 650

Power 1,800

Lv.5



Max. Hits

3

Recovery Time

5.5 sec

Power

312

Field Move

Tackle

1

When appearing as an enemy

Group

Ground

Friendship Gauge

3,400

Agitated Gauge


—

AP Received

8

N-134

Smoochum




Group

Psychic

Poké Assist

Strange Rings (Slowed)

Lv.1



Max. Hits

1

Recovery Time

6.75 sec

Power

20

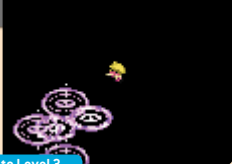
AP to Level 2

Assist 5

Recovery Time 5

Power 5

Lv.2



Max. Hits

1

Recovery Time

6.25 sec

Power

25


AP to Level 3

Assist 15

Recovery Time 10

Power 10

Lv.3



Max. Hits

1

Recovery Time

5.75 sec

Power

30


AP to Level 4

Assist 60

Recovery Time 30

Power 40

Lv.4



Max. Hits

1

Recovery Time

5.25 sec

Power

40


AP to Level 5

Assist 400

Recovery Time 120

Power 300

Lv.5



Max. Hits

1

Recovery Time

4.25 sec

Power

45

Field Move

Psy Power

1

When appearing as an enemy

Group

Psychic

Friendship Gauge

936

Agitated Gauge


—

AP Received

3

N-135

Mudkip




Group

Water

Poké Assist

Water Sphere

Lv.1



Max. Hits

8

Recovery Time

6.75 sec

Power

40


AP to Level 2

Assist 30

Recovery Time 20

Power 20

Lv.2



Max. Hits

8

Recovery Time

6.25 sec

Power

56


AP to Level 3

Assist 70

Recovery Time 105

Power 100

Lv.3



Max. Hits

8

Recovery Time

5.75 sec

Power

80


AP to Level 4

Assist 610

Recovery Time 375

Power 400

Lv.4



Max. Hits

8

Recovery Time

5.25 sec

Power

104


AP to Level 5

Assist 3,500

Recovery Time 700

Power 1,200

Lv.5



Max. Hits

8

Recovery Time

4.25 sec

Power

132

Field Move

Soak

1

When appearing as an enemy

Group

Water

Friendship Gauge

1,456

Agitated Gauge


—

AP Received

5

N-136

Marshomp




Group

Water

Poké Assist

Water Sphere

Lv.1



Max. Hits

8

Recovery Time

9 sec

Power

64


AP to Level 2

Assist 30

Recovery Time 15

Power 50

Lv.2



Max. Hits

8

Recovery Time

7.25 sec

Power

72


AP to Level 3

Assist 70

Recovery Time 50

Power 160

Lv.3



Max. Hits

8

Recovery Time

6.75 sec

Power

96


AP to Level 4

Assist 610

Recovery Time 330

Power 600

Lv.4



Max. Hits

8

Recovery Time

6.25 sec

Power

120


AP to Level 5

Assist 3,500

Recovery Time 650

Power 1,600

Lv.5



Max. Hits

8

Recovery Time

5.25 sec

Power

144

Field Move

Soak

1

When appearing as an enemy

Group

Water

Friendship Gauge

1,456

Agitated Gauge

—

AP Received

5

Pokémon Browser—Wireless Multiplayer Mission/Temple Partner Piloswine•Smoochum•Mudkip•Marshomp

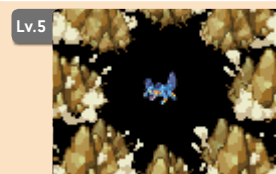
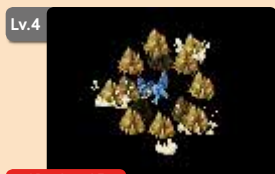
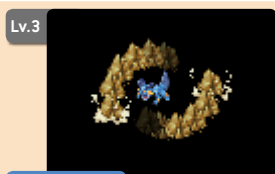
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N-137

# Swampert



Field Move Soak 1

When appearing as an enemy

Group Water

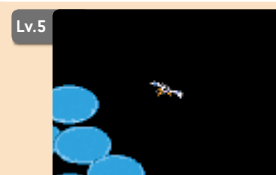
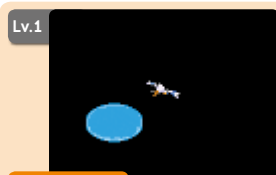
Friendship Gauge 11,100

Agitated Gauge —

AP Received 18

N-138

# Wingull



Field Move Cut 1

When appearing as an enemy

Group Flying

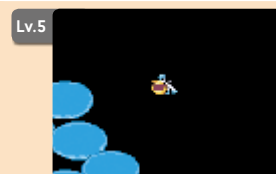
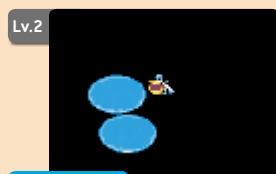
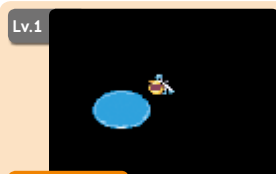
Friendship Gauge 1,300

Agitated Gauge —

AP Received 4

N-139

# Pelipper



Field Move Cut 1

When appearing as an enemy

Group Flying

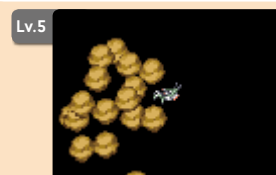
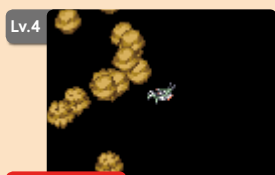
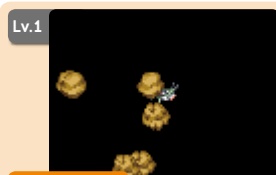
Friendship Gauge 2,080

Agitated Gauge —

AP Received 6

N-140

# Anorith



Field Move Cut 1

When appearing as an enemy


Group Rock

Friendship Gauge 1,300

Agitated Gauge —

AP Received 4

**N-141**  
**Armaldo**



Group: Rock  
Poké Assist: Drops Rocks (Forward)

Level	Max. Hits	Recovery Time	Power
Lv.1	1	9 sec	80
Lv.2	1	7.25 sec	90
Lv.3	1	6.75 sec	120
Lv.4	1	6.25 sec	150
Lv.5	1	5.25 sec	180


AP to Level 2: Assist 10, Recovery Time 15, Power 100  
AP to Level 3: Assist 130, Recovery Time 50, Power 250  
AP to Level 4: Assist 700, Recovery Time 330, Power 800  
AP to Level 5: Assist 3,200, Recovery Time 650, Power 2,000

Field Move: Cut 1

When appearing as an enemy:

- Group: Rock
- Friendship Gauge: 2,990
- Agitated Gauge: —
- AP Received: 8

**N-142**  
**Spheal**



Group: Ice  
Poké Assist: Blizzard (Forward)

Level	Max. Hits	Recovery Time	Power
Lv.1	1	6.5 sec	8
Lv.2	1	6 sec	18
Lv.3	1	5.5 sec	30
Lv.4	1	5 sec	42
Lv.5	1	4 sec	54


AP to Level 2: Assist 20, Recovery Time 25, Power 15  
AP to Level 3: Assist 90, Recovery Time 115, Power 70  
AP to Level 4: Assist 900, Recovery Time 390, Power 325  
AP to Level 5: Assist 3,320, Recovery Time 725, Power 1,000

Field Move: Crush 1

When appearing as an enemy:

- Group: Ice
- Friendship Gauge: 1,300
- Agitated Gauge: —
- AP Received: 4

**N-143**  
**Sealeo**



Group: Ice  
Poké Assist: Blizzard (Forward)

Level	Max. Hits	Recovery Time	Power
Lv.1	1	9 sec	32
Lv.2	1	7.25 sec	36
Lv.3	1	6.75 sec	48
Lv.4	1	6.25 sec	60
Lv.5	1	5.25 sec	72


AP to Level 2: Assist 20, Recovery Time 15, Power 50  
AP to Level 3: Assist 90, Recovery Time 50, Power 160  
AP to Level 4: Assist 900, Recovery Time 330, Power 600  
AP to Level 5: Assist 3,320, Recovery Time 650, Power 1,600

Field Move: Crush 1

When appearing as an enemy:

- Group: Ice
- Friendship Gauge: 1,560
- Agitated Gauge: —
- AP Received: 5

**N-144**  
**Walrein**



Group: Ice  
Poké Assist: Blizzard (Forward)

Level	Max. Hits	Recovery Time	Power
Lv.1	1	9 sec	40
Lv.2	1	8 sec	48
Lv.3	1	7.5 sec	60
Lv.4	1	7 sec	72
Lv.5	1	6 sec	84

AP to Level 2: Assist 20, Recovery Time 10, Power 80  
AP to Level 3: Assist 90, Recovery Time 40, Power 240  
AP to Level 4: Assist 900, Recovery Time 150, Power 800  
AP to Level 5: Assist 3,320, Recovery Time 575, Power 2,150

Field Move: Crush 1

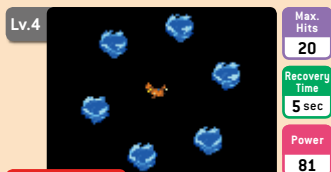
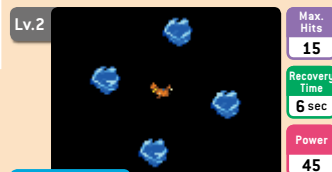
When appearing as an enemy:

- Group: Ice
- Friendship Gauge: 3,380
- Agitated Gauge: —
- AP Received: 8



N-145

Buizel



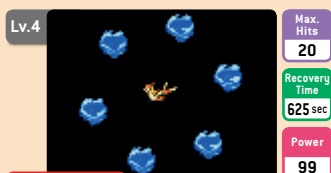
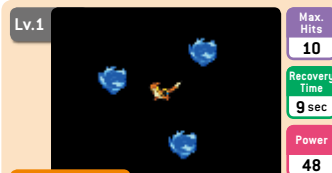
Field Move Soak 1

When appearing as an enemy

Group Water  
Friendship Gauge 1,040  
Agitated Gauge —  
AP Received 3

N-146

Floatzel



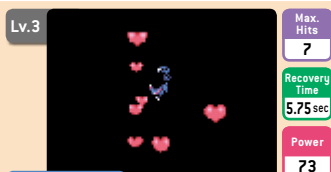
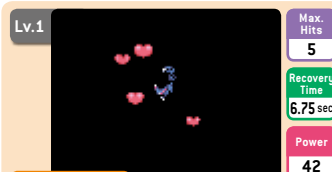
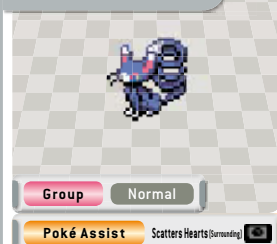
Field Move Soak 1

When appearing as an enemy

Group Water  
Friendship Gauge 1,820  
Agitated Gauge —  
AP Received 5

N-147

Glameow



Field Move Cut 1

When appearing as an enemy

Group Normal  
Friendship Gauge 1,300  
Agitated Gauge —  
AP Received 4

N-148

Purugly



Field Move Tackle 1

When appearing as an enemy

Group Normal  
Friendship Gauge 2,860  
Agitated Gauge —  
AP Received 7

**N-149**  
**Stunky**

Group: Poison  
Poké Assist: Toxic Gas (Forward)

Level	Max. Hits	Recovery Time	Power	Assist	Recovery Time	Power
Lv.1	1	6.5 sec	8	20	25	15
Lv.2	1	6 sec	18	90	115	70
Lv.3	1	5.5 sec	30	900	390	325
Lv.4	1	5 sec	42	3,320	725	1,000
Lv.5	1	4 sec	54			

Field Move: Tackle (1)

When appearing as an enemy:

- Group: Poison
- Friendship Gauge: 780
- Agitated Gauge: —
- AP Received: 3

**N-150**  
**Skuntank**

Group: Poison  
Poké Assist: Toxic Gas (Forward)

Level	Max. Hits	Recovery Time	Power	Assist	Recovery Time	Power
Lv.1	1	9 sec	32	20	15	50
Lv.2	1	7.25 sec	36	90	50	160
Lv.3	1	6.75 sec	48	900	330	600
Lv.4	1	6.25 sec	60	3,320	650	1,600
Lv.5	1	5.25 sec	72			

Field Move: Tackle (1)

When appearing as an enemy:

- Group: Poison
- Friendship Gauge: 2,132
- Agitated Gauge: —
- AP Received: 6

**N-151**  
**Snover**

Group: Ice  
Poké Assist: Blizzard (Surround/Snow)

Level	Max. Hits	Recovery Time	Power	Assist	Recovery Time	Power
Lv.1	1	6.5 sec	36	20	25	15
Lv.2	2	6 sec	45	70	115	70
Lv.3	2	5.5 sec	54	720	390	325
Lv.4	2	5 sec	72	3,200	725	1,000
Lv.5	1	4 sec	90			

Field Move: Crush (1)

When appearing as an enemy:

- Group: Ice
- Friendship Gauge: 1,196
- Agitated Gauge: —
- AP Received: 4

**N-152**  
**Abomasnow**

Group: Ice  
Poké Assist: Ice Sphere (Forward/Slow)

Level	Max. Hits	Recovery Time	Power	Assist	Recovery Time	Power
Lv.1	2	9 sec	160	250	5	120
Lv.2	2	8.5 sec	210	500	20	320
Lv.3	2	8 sec	240	1,500	120	1,075
Lv.4	2	7.5 sec	360	5,000	525	2,750
Lv.5	3	6.5 sec	500			

Field Move: Crush (1)

When appearing as an enemy:

- Group: Ice
- Friendship Gauge: 13,090
- Agitated Gauge: 1,688
- AP Received: 17



N-153

Frolass



Group Ice

Poké Assist Blizzard (Surround/Snow)

Lv.1

Max. Hits 1

Recovery Time 9 sec

Power 48

AP to Level 2

Assist 20 Recovery Time 15 Power 50

Lv.2

Max. Hits 2

Recovery Time 7.25 sec

Power 63

AP to Level 3

Assist 70 Recovery Time 50 Power 160

Lv.3

Max. Hits 2

Recovery Time 6.75 sec

Power 72

AP to Level 4

Assist 720 Recovery Time 330 Power 600

Lv.4

Max. Hits 2

Recovery Time 6.25 sec

Power 90

AP to Level 5

Assist 3,200 Recovery Time 650 Power 1,600

Lv.5

Max. Hits 1

Recovery Time 5.25 sec

Power 126

Field Move Crush 1

\*Does not appear as an enemy.

N-154

Pikachu



Group Electric

Poké Assist Discharge

Lv.1

Max. Hits 1

Recovery Time 6.5 sec

Power 36

AP to Level 2

Assist 20 Recovery Time 25 Power 15

Lv.2

Max. Hits 1

Recovery Time 6 sec

Power 54

AP to Level 3

Assist 70 Recovery Time 115 Power 70

Lv.3

Max. Hits 1

Recovery Time 5.5 sec

Power 67

AP to Level 4

Assist 730 Recovery Time 390 Power 325

Lv.4

Max. Hits 1

Recovery Time 5 sec

Power 94

AP to Level 5

Assist 2,850 Recovery Time 725 Power 1,000

Lv.5

Max. Hits 1

Recovery Time 4 sec

Power 121

Field Move Electrify 1

When appearing as an enemy

Group Electric

Friendship Gauge 1,540

Agitated Gauge —

AP Received 5

N-155

Raichu



Group Electric

Poké Assist Discharge

Lv.1

Max. Hits 1

Recovery Time 9 sec

Power 72

AP to Level 2

Assist 20 Recovery Time 5 Power 50

Lv.2

Max. Hits 1

Recovery Time 8.5 sec

Power 81

AP to Level 3

Assist 70 Recovery Time 20 Power 160

Lv.3

Max. Hits 1

Recovery Time 8 sec

Power 94

AP to Level 4

Assist 730 Recovery Time 120 Power 600

Lv.4

Max. Hits 1

Recovery Time 7.5 sec

Power 135

AP to Level 5

Assist 2,850 Recovery Time 525 Power 1,600

Lv.5

Max. Hits 1

Recovery Time 6.5 sec

Power 175

Field Move Electrify 1

When appearing as an enemy

Group Electric

Friendship Gauge 5,220

Agitated Gauge —

AP Received 11

N-156

Voltorb



Group Electric

Poké Assist Explosion

Lv.1

Max. Hits 1

Recovery Time 6.75 sec

Power 128

AP to Level 2

Assist 30 Recovery Time 20 Power 50

Lv.2

Max. Hits 1

Recovery Time 6.25 sec

Power 144

AP to Level 3

Assist 100 Recovery Time 105 Power 160

Lv.3

Max. Hits 1

Recovery Time 5.75 sec

Power 192

AP to Level 4

Assist 1,050 Recovery Time 375 Power 600

Lv.4

Max. Hits 1

Recovery Time 5.25 sec

Power 240

AP to Level 5

Assist 4,000 Recovery Time 700 Power 1,600

Lv.5

Max. Hits 1

Recovery Time 4.25 sec

Power 288

Field Move Electrify 1

When appearing as an enemy

Group Electric

Friendship Gauge 1,980

Agitated Gauge —

AP Received 6

N-157

Electrode




Group

Electric

Poké Assist

Explosion

Lv.1



Max. Hits

1

Recovery Time

9 sec

Power

160

AP to Level 2

Assist 30

Recovery Time 10

Power 80

Lv.2



Max. Hits

1

Recovery Time

8 sec

Power

192

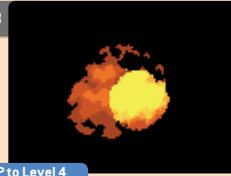
AP to Level 3

Assist 100

Recovery Time 40

Power 240

Lv.3



Max. Hits

1

Recovery Time

7.5 sec

Power

240

AP to Level 4

Assist 1,050

Recovery Time 150

Power 800

Lv.4



Max. Hits

1

Recovery Time

7 sec

Power

288

AP to Level 5

Assist 4,000

Recovery Time 575

Power 2,150

Lv.5



Max. Hits

1

Recovery Time

6 sec

Power

336

Field Move

Electrify

When appearing as an enemy

Group

Electric

Friendship Gauge

2,772

Agitated Gauge

—

AP Received

8

N-158

Natu



Group

Psychic

Poké Assist

Strange Spheres (Pinned)

Lv.1



Max. Hits

4

Recovery Time

6.5 sec

Power

20

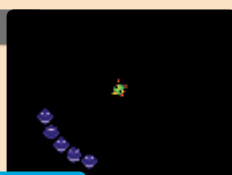
AP to Level 2

Assist 20

Recovery Time 25

Power 10

Lv.2



Max. Hits

4

Recovery Time

6 sec

Power

24

AP to Level 3

Assist 80

Recovery Time 115

Power 25

Lv.3



Max. Hits

4

Recovery Time

5.5 sec

Power

28

AP to Level 4

Assist 980

Recovery Time 390

Power 50

Lv.4



Max. Hits

4

Recovery Time

5 sec

Power

30

AP to Level 5

Assist 4,000

Recovery Time 725

Power 300

Lv.5



Max. Hits

21

Recovery Time

4 sec

Power

34

Field Move

Psy Power

When appearing as an enemy

Group

Psychic

Friendship Gauge

1,804

Agitated Gauge

—

AP Received

5

N-159

Xatu



Group

Psychic

Poké Assist

Strange Spheres (Pinned)

Lv.1



Max. Hits

4

Recovery Time

9 sec

Power

24


AP to Level 2

Assist 20

Recovery Time 15

Power 20

Lv.2



Max. Hits

4

Recovery Time

7.25 sec

Power

30

AP to Level 3

Assist 80

Recovery Time 50

Power 35

Lv.3



Max. Hits

4

Recovery Time

6.75 sec

Power

34

AP to Level 4

Assist 980

Recovery Time 330

Power 100

Lv.4



Max. Hits

4

Recovery Time

6.25 sec

Power

36

AP to Level 5

Assist 4,000

Recovery Time 650

Power 400

Lv.5



Max. Hits

21

Recovery Time

5.25 sec

Power

40

Field Move

Psy Power

When appearing as an enemy

Group

Psychic

Friendship Gauge

2,860

Agitated Gauge

—

AP Received

9

N-160

Snubbull



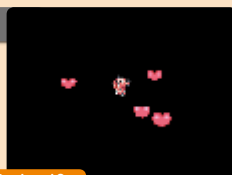
Group

Normal

Poké Assist

Scatters Hearts (Borrowing)

Lv.1



Max. Hits

5

Recovery Time

7.75 sec

Power

56

AP to Level 2

Assist 30

Recovery Time 15

Power 50

Lv.2



Max. Hits

7

Recovery Time

7.25 sec

Power

63

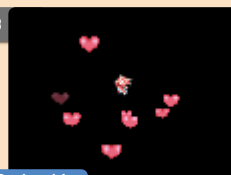
AP to Level 3

Assist 80

Recovery Time 50

Power 160

Lv.3



Max. Hits

7

Recovery Time

6.75 sec

Power

84

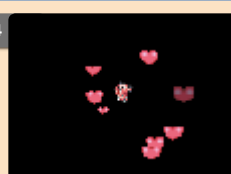
AP to Level 4

Assist 860

Recovery Time 330

Power 600

Lv.4



Max. Hits

7

Recovery Time

6.25 sec

Power

105

AP to Level 5

Assist 2,850

Recovery Time 650

Power 1,100

Lv.5



Max. Hits

7

Recovery Time

5.25 sec

Power

126

Field Move

Tackle

When appearing as an enemy

Group

Normal

Friendship Gauge

1,804

Agitated Gauge

—

AP Received

5

Pokémon Browser—Wireless Multiplayer Mission/Temple Partner


Electrode•Natu•Xatu•Snubbull

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**N-161**  
**Granbull**



Group: Normal  
Poké Assist: Bite


Level	Max. Hits	Recovery Time	Power	Assist	Recovery Time	Power
Lv.1	1	9 sec	240	10	10	80
Lv.2	1	8 sec	288	130	40	240
Lv.3	1	7.5 sec	360	800	150	300
Lv.4	1	7 sec	432	3,490	575	2,150
Lv.5	1	6 sec	504			

Field Move: Tackle (1)

When appearing as an enemy:

- Group: Normal
- Friendship Gauge: 5,280
- Agitated Gauge: —
- AP Received: 11

**N-162**  
**Skarmory**



Group: Steel  
Poké Assist: Light Wind


Level	Max. Hits	Recovery Time	Power	Assist	Recovery Time	Power
Lv.1	5	6.75 sec	48	50	20	50
Lv.2	5	6.25 sec	54	120	105	160
Lv.3	5	5.75 sec	72	600	375	600
Lv.4	5	5.25 sec	90	3,400	700	1,600
Lv.5	6	4.25 sec	108			

Field Move: Tackle (1)

When appearing as an enemy:

- Group: Steel
- Friendship Gauge: 5,280
- Agitated Gauge: —
- AP Received: 11

**N-163**  
**Electrike**



Group: Electric  
Poké Assist: Lightning Strikes


Level	Max. Hits	Recovery Time	Power	Assist	Recovery Time	Power
Lv.1	1	6.5 sec	40	10	25	15
Lv.2	1	6 sec	90	70	115	70
Lv.3	1	5.5 sec	150	720	390	325
Lv.4	1	5 sec	210	2,610	725	1,000
Lv.5	1	4 sec	270			

Field Move: Electrify (1)

When appearing as an enemy:

- Group: Electric
- Friendship Gauge: 1,804
- Agitated Gauge: —
- AP Received: 5

**N-164**  
**Manetric**



Group: Electric  
Poké Assist: Lightning Strikes

Level	Max. Hits	Recovery Time	Power	Assist	Recovery Time	Power
Lv.1	1	9 sec	160	10	15	50
Lv.2	1	7.25 sec	180	70	50	160
Lv.3	1	6.75 sec	240	720	330	600
Lv.4	1	6.25 sec	300	2,610	650	1,600
Lv.5	1	5.25 sec	360			


Field Move: Electrify (1)

When appearing as an enemy:

- Group: Electric
- Friendship Gauge: 6,600
- Agitated Gauge: —
- AP Received: 12

N-165

Baltoy



Group

Psychic

Poké Assist

Strange Rings (Slowed)

Lv.1

Max. Hits

1

Recovery Time

6.75 sec

Power

40

AP to Level 2

Assist 10

Recovery Time 20

Power 10

Lv.2

Max. Hits

1

Recovery Time

6.25 sec

Power

60

AP to Level 3

Assist 45

Recovery Time 105

Power 60

Lv.3

Max. Hits

1

Recovery Time

5.75 sec

Power

75

AP to Level 4

Assist 365

Recovery Time 375

Power 250

Lv.4

Max. Hits

1

Recovery Time

5.25 sec

Power

90

AP to Level 5

Assist 2,250

Recovery Time 700

Power 900

Lv.5

Max. Hits

1

Recovery Time

4.25 sec

Power

150

Field Move

Crush

1

When appearing as an enemy

Group

Psychic

Friendship Gauge

1,804

Agitated Gauge


—

AP Received

5

N-166

Claydol



Group

Psychic

Poké Assist

Strange Rings (Slowed)

Lv.1

Max. Hits

1

Recovery Time

9 sec

Power

50

AP to Level 2

Assist 20

Recovery Time 5

Power 80

Lv.2

Max. Hits

1

Recovery Time

8.5 sec

Power

70

AP to Level 3

Assist 90

Recovery Time 20

Power 240

Lv.3

Max. Hits

1

Recovery Time

8 sec

Power

85

AP to Level 4

Assist 730

Recovery Time 120

Power 800

Lv.4

Max. Hits

1

Recovery Time

7.5 sec

Power

135

AP to Level 5

Assist 3,390

Recovery Time 525

Power 2,150

Lv.5

Max. Hits

1

Recovery Time

6.5 sec

Power

195

Field Move

Psy Power

1

When appearing as an enemy

Group

Psychic

Friendship Gauge

4,620

Agitated Gauge


—

AP Received

11

N-167

Beldum



Group

Steel

Poké Assist

Steel Spheres (Paused)

Lv.1

Max. Hits

27

Recovery Time

6.75 sec

Power

100

AP to Level 2

Assist 20

Recovery Time 20

Power 20

Lv.2

Max. Hits

33

Recovery Time

6.25 sec

Power

140

AP to Level 3

Assist 100

Recovery Time 105

Power 100

Lv.3

Max. Hits

66

Recovery Time

5.75 sec

Power

200

AP to Level 4

Assist 730

Recovery Time 375

Power 400

Lv.4

Max. Hits

33

Recovery Time

5.25 sec

Power

260

AP to Level 5

Assist 3,400

Recovery Time 700

Power 1,200

Lv.5

Max. Hits

66

Recovery Time

4.25 sec

Power

330

Field Move

Crush

1

When appearing as an enemy

Group

Steel

Friendship Gauge

3,770

Agitated Gauge


—

AP Received

10

N-168

Metang



Group

Steel

Poké Assist

Steel Spheres (Paused)

Lv.1

Max. Hits

27

Recovery Time

9 sec

Power

200

AP to Level 2

Assist 20

Recovery Time 10

Power 80

Lv.2

Max. Hits

33

Recovery Time

8 sec

Power

240

AP to Level 3

Assist 100

Recovery Time 40

Power 240

Lv.3

Max. Hits

66

Recovery Time

7.5 sec

Power

300

AP to Level 4

Assist 730

Recovery Time 150

Power 800

Lv.4

Max. Hits

33

Recovery Time

7 sec

Power

360

AP to Level 5

Assist 3,400

Recovery Time 575

Power 2,150

Lv.5

Max. Hits

66

Recovery Time

6 sec

Power

420

Field Move

Crush

1

When appearing as an enemy

Group

Steel

Friendship Gauge

8,700

Agitated Gauge

—

AP Received

14



N-169

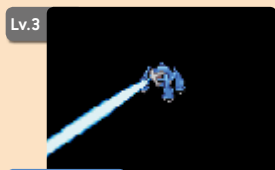
## Metagross



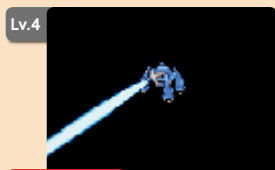
AP to Level 2  
Assist 250 Recovery Time 25 Power 120



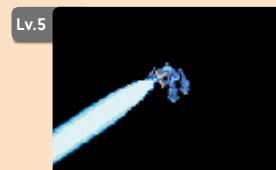
AP to Level 3  
Assist 500 Recovery Time 115 Power 320



AP to Level 4  
Assist 1,500 Recovery Time 390 Power 1,075



AP to Level 5  
Assist 5,000 Recovery Time 725 Power 2,750



Field Move: Crush 1

When appearing as an enemy

Group: Steel

Friendship Gauge: 20,400 (1st) 28,250 (1st)

Agitated Gauge: 2,760 (1st) 2,034 (1st)

AP Received: 22 (1st) 34 (1st)

N-170

## Starly



AP to Level 2  
Assist 10 Recovery Time 25 Power 15



AP to Level 3  
Assist 40 Recovery Time 115 Power 80



AP to Level 4  
Assist 900 Recovery Time 390 Power 350



AP to Level 5  
Assist 3,300 Recovery Time 725 Power 1,100



Field Move: Cut 1

When appearing as an enemy

Group: Flying

Friendship Gauge: 1,804

Agitated Gauge: —

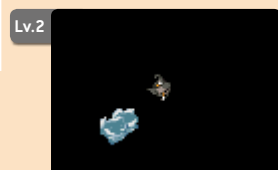
AP Received: 5

N-171

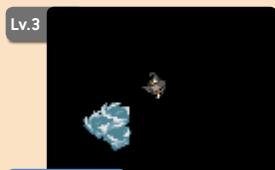
## Staravia



AP to Level 2  
Assist 20 Recovery Time 15 Power 50



AP to Level 3  
Assist 60 Recovery Time 50 Power 160



AP to Level 4  
Assist 880 Recovery Time 330 Power 600



AP to Level 5  
Assist 3,800 Recovery Time 650 Power 1,600



Field Move: Cut 1

When appearing as an enemy

Group: Flying

Friendship Gauge: 2,860

Agitated Gauge: —

AP Received: 9

N-172

## Staraptor



AP to Level 2  
Assist 20 Recovery Time 10 Power 80



AP to Level 3  
Assist 60 Recovery Time 40 Power 240



AP to Level 4  
Assist 880 Recovery Time 150 Power 800



AP to Level 5  
Assist 3,800 Recovery Time 575 Power 2,150



Field Move: Cut 1

When appearing as an enemy

Group: Flying

Friendship Gauge: 7,260

Agitated Gauge: —

AP Received: 13

**N-173**  
**Cranidos**

Group: Rock  
Poké Assist: Drops Rocks (Surrounding)

Level	Max. Hits	Recovery Time	Power	Assist	Recovery Time	Power
Lv.1	1	6.75 sec	75	10	20	20
Lv.2	1	6.25 sec	105	80	105	100
Lv.3	1	5.75 sec	150	610	375	400
Lv.4	1	5.25 sec	195	3,650	700	1,200
Lv.5	1	4.25 sec	247			

Field Move: Crush 1

When appearing as an enemy:

- Group: Rock
- Friendship Gauge: 3,300
- Agitated Gauge: —
- AP Received: 10

**N-174**  
**Rampardos**

Group: Rock  
Poké Assist: Drops Rocks (Surrounding)

Level	Max. Hits	Recovery Time	Power	Assist	Recovery Time	Power
Lv.1	1	9 sec	150	10	10	80
Lv.2	1	8 sec	180	80	40	240
Lv.3	1	7.5 sec	225	610	150	800
Lv.4	1	7 sec	270	3,650	575	2,150
Lv.5	1	6 sec	315			

Field Move: Crush 1

When appearing as an enemy:

- Group: Rock
- Friendship Gauge: 6,600
- Agitated Gauge: 792
- AP Received: 14

**N-175**  
**Pachirisu**

Group: Electric  
Poké Assist: Electrical Sphere

Level	Max. Hits	Recovery Time	Power	Assist	Recovery Time	Power
Lv.1	1	6.5 sec	80	10	25	20
Lv.2	1	6 sec	112	30	115	100
Lv.3	1	5.5 sec	160	830	390	400
Lv.4	1	5 sec	208	3,300	725	1,200
Lv.5	1	4 sec	264			

Field Move: Electrify 1

When appearing as an enemy:

- Group: Electric
- Friendship Gauge: 1,804
- Agitated Gauge: —
- AP Received: 5

**N-176**  
**Bronzor**

Group: Steel  
Poké Assist: Steel Spheres

Level	Max. Hits	Recovery Time	Power	Assist	Recovery Time	Power
Lv.1	27	6.75 sec	80	20	20	10
Lv.2	27	6.25 sec	112	40	105	70
Lv.3	27	5.75 sec	160	500	375	300
Lv.4	27	5.25 sec	208	3,000	700	900
Lv.5	27	4.25 sec	264			

Field Move: Psy Power 1

When appearing as an enemy:

- Group: Steel
- Friendship Gauge: 1,980
- Agitated Gauge: —
- AP Received: 6



N-177

# Bronzong



Group

Steel

Poké Assist

Steel Spheres

Lv.1



Max. Hits

2

Recovery Time

9 sec

Power

64

AP to Level 2

Assist 10

Recovery Time 10

Power 20

Lv.2



Max. Hits

2

Recovery Time

6 sec

Power

84

AP to Level 3

Assist 60

Recovery Time 20

Power 100

Lv.3



Max. Hits

2

Recovery Time

5.5 sec

Power

108

AP to Level 4

Assist 340

Recovery Time 50

Power 400

Lv.4



Max. Hits

2

Recovery Time

5 sec

Power

144

AP to Level 5

Assist 2,250

Recovery Time 150

Power 800

Lv.5



Max. Hits

3

Recovery Time

4 sec

Power

192

Field Move

Psy Power

1

When appearing as an enemy

Group

Steel

Friendship Gauge

5,940

Agitated Gauge

—

AP Received

12

N-178

# Riolu



Group

Fighting

Poké Assist

Punch

Lv.1



Max. Hits

1

Recovery Time

6.5 sec

Power

36

AP to Level 2

Assist 20

Recovery Time 25

Power 15

Lv.2



Max. Hits

1

Recovery Time

6 sec

Power

81

AP to Level 3

Assist 140

Recovery Time 115

Power 70

Lv.3



Max. Hits

1

Recovery Time

5.5 sec

Power

135

AP to Level 4

Assist 500

Recovery Time 390

Power 325

Lv.4



Max. Hits

1

Recovery Time

5 sec

Power

189

AP to Level 5

Assist 3,300

Recovery Time 725

Power 1,000

Lv.5



Max. Hits

1

Recovery Time

4 sec

Power

243

Field Move

Crush

1

When appearing as an enemy

Group

Fighting

Friendship Gauge

2,620

Agitated Gauge

—

AP Received

11

N-179

# Lucario



Group

Fighting

Poké Assist

Surge Sphere

Lv.1



Max. Hits

1

Recovery Time

9 sec

Power

32

AP to Level 2

Assist 250

Recovery Time 15

Power 120

Lv.2



Max. Hits

1

Recovery Time

7.25 sec

Power

36

AP to Level 3

Assist 500

Recovery Time 50

Power 320

Lv.3



Max. Hits

1

Recovery Time

6.75 sec

Power

42

AP to Level 4

Assist 1,500

Recovery Time 330

Power 1,075

Lv.4



Max. Hits

1

Recovery Time

6.25 sec

Power

72

AP to Level 5

Assist 5,000

Recovery Time 650

Power 2,750

Lv.5



Max. Hits

1

Recovery Time

5.25 sec

Power

112

Field Move

Crush

1

When appearing as an enemy

Group

Fighting

Friendship Gauge

12,600(M=1) 20,000(M=2)

Agitated Gauge

1,500(M=1) 720(M=2)

AP Received

22(M=1) 29(M=2)

N-180

# Magnezone



Group

Electric

Poké Assist

Huge Electric Sphere

Lv.1



Max. Hits

4

Recovery Time

9 sec

Power

128

AP to Level 2

Assist 250

Recovery Time 15

Power 120

Lv.2



Max. Hits

5

Recovery Time

7.25 sec

Power

168

AP to Level 3

Assist 500

Recovery Time 50

Power 320

Lv.3



Max. Hits

8

Recovery Time

6.75 sec

Power

216

AP to Level 4

Assist 1,500

Recovery Time 330

Power 1,075

Lv.4



Max. Hits

11

Recovery Time

6.25 sec

Power

352

AP to Level 5

Assist 5,000

Recovery Time 650

Power 2,750

Lv.5



Max. Hits

10

Recovery Time

5.25 sec

Power

448

Field Move

Electrify

1

When appearing as an enemy

Group

Electric

Friendship Gauge

18,720(M=1) 25,250(M=2)

Agitated Gauge


2,520(M=1) 1,818(M=2)

AP Received

22(M=1) 34(M=2)

N-181

Electivire




Group

Electric

Poké Assist

Lightning Strikes

Lv.1



Max. Hits

1

Recovery Time

9 sec

Power

160


AP to Level 2

Assist 250

Recovery Time 5

Power 120

Lv.2



Max. Hits

1

Recovery Time

8.5 sec

Power

210


AP to Level 3

Assist 500

Recovery Time 20

Power 320

Lv.3



Max. Hits

1

Recovery Time

8 sec

Power

270

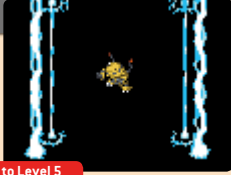
AP to Level 4

Assist 1,500

Recovery Time 120

Power 1,075

Lv.4



Max. Hits

1

Recovery Time

7.5 sec

Power

440


AP to Level 5

Assist 5,000

Recovery Time 525

Power 2,750

Lv.5



Max. Hits

1

Recovery Time

6.5 sec

Power

560

Field Move

Electrify

When appearing as an enemy

Group

Electric

Friendship Gauge

25,230 (100) / 27,500 (100)

Agitated Gauge


3,400 (100) / 1,900 (100)

AP Received

27 (100) / 34 (100)

N-182

Porygon-Z




Group

Normal

Poké Assist

Beam

Lv.1



Max. Hits

7

Recovery Time

9 sec

Power

20


AP to Level 2

Assist 20

Recovery Time 20

Power 20

Lv.2



Max. Hits

10

Recovery Time

6.25 sec

Power

28


AP to Level 3

Assist 140

Recovery Time 105

Power 100

Lv.3



Max. Hits

14

Recovery Time

5.75 sec

Power

40


AP to Level 4

Assist 310

Recovery Time 375

Power 400

Lv.4



Max. Hits

23

Recovery Time

5.25 sec

Power

52


AP to Level 5

Assist 3,500

Recovery Time 700

Power 1,200

Lv.5



Max. Hits

28

Recovery Time

4.25 sec

Power

66

Field Move

Crush

When appearing as an enemy

Group

Normal

Friendship Gauge

6,960

Agitated Gauge


—

AP Received

12

N-183

Gastly




Group

Ghost

Poké Assist

Malice Spheres (Barraging)

Lv.1



Max. Hits

1

Recovery Time

6.5 sec

Power

16


AP to Level 2

Assist 10

Recovery Time 25

Power 15

Lv.2



Max. Hits

1

Recovery Time

6 sec

Power

36


AP to Level 3

Assist 150

Recovery Time 115

Power 70

Lv.3



Max. Hits

2

Recovery Time

5.5 sec

Power

60


AP to Level 4

Assist 920

Recovery Time 390

Power 325

Lv.4



Max. Hits

3

Recovery Time

5 sec

Power

84

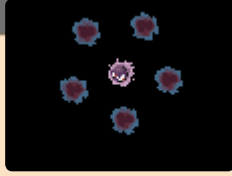
AP to Level 5

Assist 3,000

Recovery Time 725

Power 1,000

Lv.5



Max. Hits

3

Recovery Time

4 sec

Power

108

Field Move

Psy Power

When appearing as an enemy

Group

Ghost

Friendship Gauge

1,875

Agitated Gauge


—

AP Received

9

N-184

Haunter



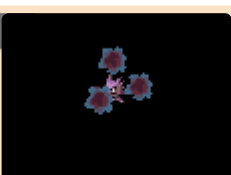
Group

Ghost

Poké Assist

Malice Spheres (Barraging)

Lv.1



Max. Hits

1

Recovery Time

9 sec

Power

64

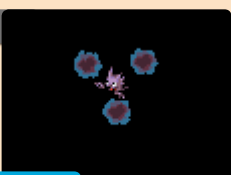
AP to Level 2

Assist 10

Recovery Time 15

Power 50

Lv.2



Max. Hits

1

Recovery Time

7.25 sec

Power

72

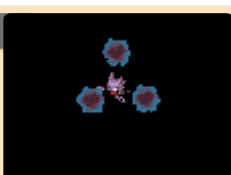
AP to Level 3

Assist 150

Recovery Time 50

Power 160

Lv.3



Max. Hits

2

Recovery Time

6.75 sec

Power

96

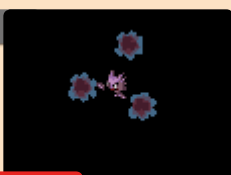
AP to Level 4

Assist 920

Recovery Time 330

Power 600

Lv.4



Max. Hits

3

Recovery Time

6.25 sec

Power

120

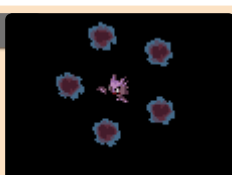
AP to Level 5

Assist 3,000

Recovery Time 650

Power 1,600

Lv.5



Max. Hits

3

Recovery Time

5.25 sec

Power

144

Field Move

Psy Power

When appearing as an enemy

Group

Ghost

Friendship Gauge

5,022

Agitated Gauge

—

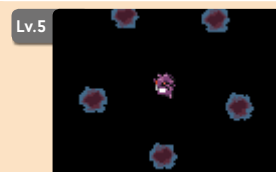
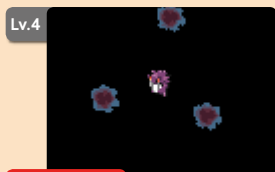
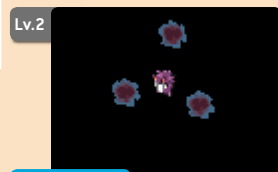
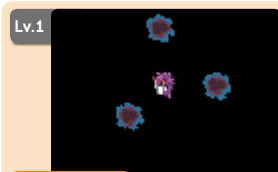
AP Received

13



N-185

Gengar



Field Move Psy Power 1

When appearing as an enemy

Group Ghost

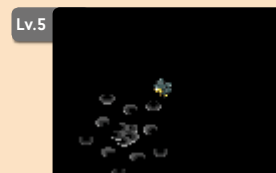
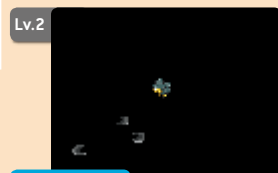
Friendship Gauge 7,068

Agitated Gauge —

AP Received 15

N-186

Murkrow



Field Move Cut 1

When appearing as an enemy

Group Dark

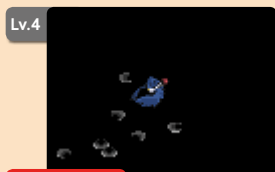
Friendship Gauge 2,700

Agitated Gauge —

AP Received 9

N-187

Honchkrow



Field Move Cut 1

When appearing as an enemy

Group Dark

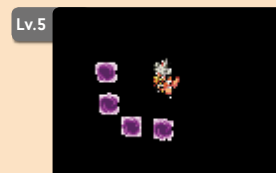
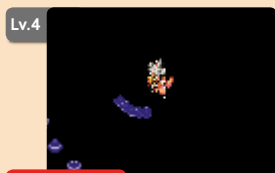
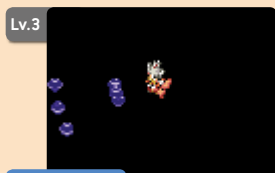
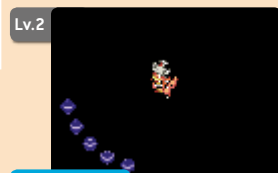
Friendship Gauge 9,750

Agitated Gauge —

AP Received 17

N-188

Slowking



Field Move Psy Power 1

When appearing as an enemy

Group Psychic

Friendship Gauge 14,250

Agitated Gauge —

AP Received 19

**N-189**  
**Wobbuffet**

Group: Psychic  
Poké Assist: Strange Spheres (Paused)

Level	Max. Hits	Recovery Time	Power	Assist	Recovery Time	Power
Lv.1	4	8.5 sec	32	20	10	25
Lv.2	4	8 sec	34	80	40	40
Lv.3	4	7.5 sec	36	980	150	125
Lv.4	4	7 sec	40	4,000	575	450
Lv.5	21	6 sec	42			

Field Move: Psy Power 1

When appearing as an enemy:

- Group: Psychic
- Friendship Gauge: 12,750
- Agitated Gauge: —
- AP Received: 16

**N-190**  
**Heracross**

Group: Bug  
Poké Assist: Punch

Level	Max. Hits	Recovery Time	Power	Assist	Recovery Time	Power
Lv.1	1	9 sec	180	20	5	120
Lv.2	1	8.5 sec	270	140	20	320
Lv.3	1	8 sec	324	500	120	1,075
Lv.4	1	7.5 sec	378	3,300	525	2,750
Lv.5	1	6.5 sec	432			

Field Move: Tackle 1

When appearing as an enemy:

- Group: Bug
- Friendship Gauge: 10,875
- Agitated Gauge: —
- AP Received: 18

**N-191**  
**Stantler**

Group: Normal  
Poké Assist: Shock Wave

Level	Max. Hits	Recovery Time	Power	Assist	Recovery Time	Power
Lv.1	2	7.5 sec	36	20	20	50
Lv.2	3	7 sec	48	80	105	120
Lv.3	3	6.5 sec	84	920	330	450
Lv.4	4	6 sec	130	3,800	650	1,100
Lv.5	9	5 sec	210			

Field Move: Tackle 1

When appearing as an enemy:

- Group: Normal
- Friendship Gauge: 9,075
- Agitated Gauge: —
- AP Received: 15

**N-192**  
**Ralts**

Group: Psychic  
Poké Assist: Strange Spheres (Slowed)

Level	Max. Hits	Recovery Time	Power	Assist	Recovery Time	Power
Lv.1	2	5 sec	10	20	25	15
Lv.2	2	4 sec	22	130	115	70
Lv.3	2	3 sec	37	500	390	325
Lv.4	2	2 sec	52	1,500	725	100
Lv.5	2	1.5 sec	67			

Field Move: Psy Power 1

When appearing as an enemy:

- Group: Psychic
- Friendship Gauge: 1,725
- Agitated Gauge: —
- AP Received: 9



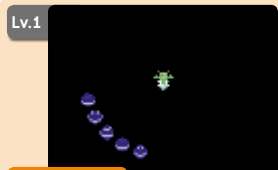
N-193

Kirlia

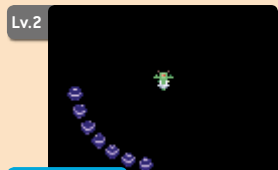


Group Psychic

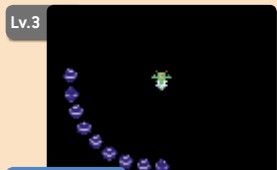
Poké Assist Strange Spheres (Slowed)



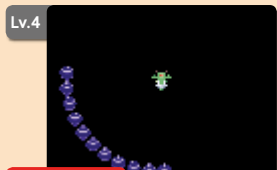
AP to Level 2  
Assist 20 Recovery Time 25 Power 50



AP to Level 3  
Assist 130 Recovery Time 115 Power 160



AP to Level 4  
Assist 500 Recovery Time 390 Power 600



AP to Level 5  
Assist 1,500 Recovery Time 725 Power 1,250



Field Move Psy Power 1

When appearing as an enemy

Group Psychic  
Friendship Gauge 4,650  
Agitated Gauge —  
AP Received 11

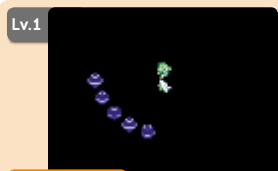
N-194

Gardevoir



Group Psychic

Poké Assist Strange Spheres (Slowed)



AP to Level 2  
Assist 20 Recovery Time 20 Power 120



AP to Level 3  
Assist 130 Recovery Time 105 Power 320



AP to Level 4  
Assist 500 Recovery Time 375 Power 1,075



AP to Level 5  
Assist 1,500 Recovery Time 700 Power 1,500



Field Move Psy Power 1

When appearing as an enemy

Group Psychic  
Friendship Gauge 15,375  
Agitated Gauge —  
AP Received 19

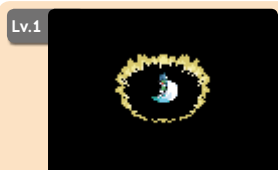
N-195

Gallade



Group Fighting

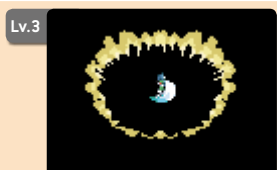
Poké Assist Shock Wave (Surrounding)



AP to Level 2  
Assist 10 Recovery Time 5 Power 120



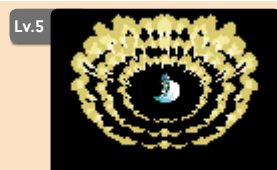
AP to Level 3  
Assist 70 Recovery Time 20 Power 320



AP to Level 4  
Assist 610 Recovery Time 120 Power 1,075



AP to Level 5  
Assist 3,500 Recovery Time 525 Power 2,750



Field Move Cut 1

When appearing as an enemy

Group Fighting  
Friendship Gauge 14,250  
Agitated Gauge —  
AP Received 19

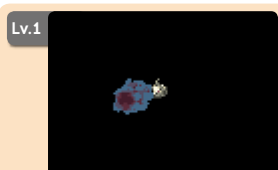
N-196

Duskull

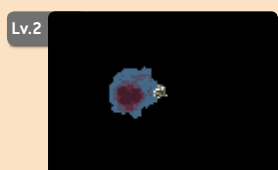


Group Ghost

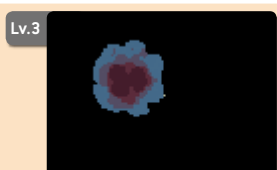
Poké Assist Malice Spheres (Spray)



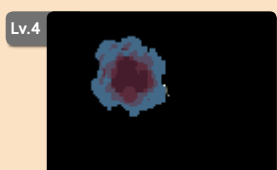
AP to Level 2  
Assist 20 Recovery Time 25 Power 15



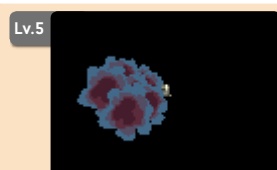
AP to Level 3  
Assist 90 Recovery Time 115 Power 70



AP to Level 4  
Assist 100 Recovery Time 390 Power 325



AP to Level 5  
Assist 3,600 Recovery Time 725 Power 1,000



Field Move Psy Power 1

When appearing as an enemy

Group Ghost  
Friendship Gauge 4,650  
Agitated Gauge —  
AP Received 11

**N-197**  
**Dusclops**



Group: Ghost  
Poké Assist: Malice Spheres (Spray)

Level	Max. Hits	Recovery Time	Power
Lv.1	1	9 sec	24
Lv.2	1	7.25 sec	27
Lv.3	1	6.75 sec	36
Lv.4	1	6.25 sec	45
Lv.5	1	5.25 sec	54


AP to Level 2: Assist 20, Recovery Time 15, Power 50  
AP to Level 3: Assist 90, Recovery Time 50, Power 160  
AP to Level 4: Assist 1,000, Recovery Time 330, Power 600  
AP to Level 5: Assist 3,600, Recovery Time 650, Power 1,600

Field Move: Psy Power 1

When appearing as an enemy:

- Group: Ghost
- Friendship Gauge: 12,090
- Agitated Gauge: —
- AP Received: 18

**N-198**  
**Dusknoir**



Group: Ghost  
Poké Assist: Malice Spheres (Spray/Lung Range)

Level	Max. Hits	Recovery Time	Power
Lv.1	1	9 sec	24
Lv.2	1	8 sec	31
Lv.3	1	7.5 sec	40
Lv.4	1	7 sec	66
Lv.5	1	6 sec	84


AP to Level 2: Assist 250, Recovery Time 10, Power 120  
AP to Level 3: Assist 500, Recovery Time 40, Power 320  
AP to Level 4: Assist 1,500, Recovery Time 150, Power 1,075  
AP to Level 5: Assist 5,000, Recovery Time 575, Power 2,750

Field Move: Psy Power 1

When appearing as an enemy:

- Group: Ghost
- Friendship Gauge: 45,985 (w/25,525) (w/3)
- Agitated Gauge: 8,494 (w/21,845) (w/3)
- AP Received: 53 (w/23) (24) (w/3)

**N-199**  
**Absol**



Group: Dark  
Poké Assist: Dark Surge

Level	Max. Hits	Recovery Time	Power
Lv.1	3	8.5 sec	80
Lv.2	1	58 sec	96
Lv.3	1	7.5 sec	120
Lv.4	2	7 sec	144
Lv.5	2	6 sec	168


AP to Level 2: Assist 30, Recovery Time 10, Power 80  
AP to Level 3: Assist 100, Recovery Time 40, Power 240  
AP to Level 4: Assist 1,050, Recovery Time 390, Power 800  
AP to Level 5: Assist 3,230, Recovery Time 575, Power 2,150

Field Move: Cut 1

When appearing as an enemy:

- Group: Dark
- Friendship Gauge: 15,375
- Agitated Gauge: —
- AP Received: 20

**N-200**  
**Bagon**



Group: Dragon  
Poké Assist: Blue Fireball

Level	Max. Hits	Recovery Time	Power
Lv.1	4	6.5 sec	28
Lv.2	5	6 sec	63
Lv.3	8	5.5 sec	105
Lv.4	11	5 sec	147
Lv.5	10	4 sec	189

AP to Level 2: Assist 20, Recovery Time 25, Power 15  
AP to Level 3: Assist 100, Recovery Time 115, Power 70  
AP to Level 4: Assist 920, Recovery Time 390, Power 325  
AP to Level 5: Assist 3,500, Recovery Time 725, Power 1,000

Field Move: Tackle 1

When appearing as an enemy:

- Group: Dragon
- Friendship Gauge: 2,250
- Agitated Gauge: —
- AP Received: 10



N-201

Shelgon



Group Dragon

Poké Assist Blue Fireball

Lv.1

Max. Hits 4

Recovery Time 9 sec

Power 112

AP to Level 2

Assist 20 Recovery Time 15 Power 50

Lv.2

Max. Hits 5

Recovery Time 7.25 sec

Power 126

AP to Level 3

Assist 100 Recovery Time 50 Power 160

Lv.3

Max. Hits 8

Recovery Time 6.75 sec

Power 168

AP to Level 4

Assist 920 Recovery Time 330 Power 600

Lv.4

Max. Hits 11

Recovery Time 6.25 sec

Power 210

AP to Level 5

Assist 3,500 Recovery Time 650 Power 1,600

Lv.5

Max. Hits 10

Recovery Time 5.25 sec

Power 252

Field Move Tackle

When appearing as an enemy

Group Dragon

Friendship Gauge 6,000

Agitated Gauge —

AP Received 12

N-202

Salamence



Group Dragon

Poké Assist Huge Blue Fireball

Lv.1

Max. Hits 4

Recovery Time 9 sec

Power 112

AP to Level 2

Assist 250 Recovery Time 5 Power 120

Lv.2

Max. Hits 5

Recovery Time 8.5 sec

Power 147

AP to Level 3

Assist 500 Recovery Time 0 Power 320

Lv.3

Max. Hits 8

Recovery Time 8 sec

Power 189

AP to Level 4

Assist 1,500 Recovery Time 120 Power 1,075

Lv.4

Max. Hits 11

Recovery Time 7.5 sec

Power 308

AP to Level 5

Assist 5,000 Recovery Time 520 Power 2,750

Lv.5

Max. Hits 10

Recovery Time 6.5 sec

Power 392

Field Move Burn

When appearing as an enemy

Group Dragon

Friendship Gauge 34,500 (Lv.22/300 (Lv.23))

Agitated Gauge 9,936 (Lv.21/1980 (Lv.22))

AP Received 38 (Lv.21/34 (Lv.23))

N-203

Chimchar



Group Fire

Poké Assist Fire Pillar (Forward)

Lv.1

Max. Hits 3

Recovery Time 6.5 sec

Power 16

AP to Level 2

Assist 20 Recovery Time 25 Power 15

Lv.2

Max. Hits 3

Recovery Time 6 sec

Power 36

AP to Level 3

Assist 110 Recovery Time 115 Power 70

Lv.3

Max. Hits 3

Recovery Time 5.5 sec

Power 60

AP to Level 4

Assist 670 Recovery Time 390 Power 325

Lv.4

Max. Hits 3

Recovery Time 5 sec

Power 84

AP to Level 5

Assist 4,000 Recovery Time 725 Power 1,000

Lv.5

Max. Hits 3

Recovery Time 4 sec

Power 108

Field Move Burn

When appearing as an enemy

Group Fire

Friendship Gauge 2,325

Agitated Gauge —

AP Received 9

N-204

Monferno



Group Fire

Poké Assist Fire Pillar (Forward)

Lv.1

Max. Hits 3

Recovery Time 9 sec

Power 64

AP to Level 2

Assist 20 Recovery Time 15 Power 50

Lv.2

Max. Hits 3

Recovery Time 7.25 sec

Power 72

AP to Level 3

Assist 110 Recovery Time 50 Power 160

Lv.3

Max. Hits 3

Recovery Time 6.75 sec

Power 96

AP to Level 4

Assist 670 Recovery Time 330 Power 600

Lv.4

Max. Hits 3

Recovery Time 6.25 sec

Power 120

AP to Level 5

Assist 4,000 Recovery Time 650 Power 1,600

Lv.5

Max. Hits 3

Recovery Time 5.25 sec

Power 144

Field Move Burn

When appearing as an enemy

Group Fire


Friendship Gauge 6,510

Agitated Gauge —

AP Received 12

N-205

Infernape



Group


Fire

Poké Assist

Punch

0.1

Lv.1



Max. Hits

1

Recovery Time

9 sec

Power

180


AP to Level 2

Assist 20

Recovery Time 15

Power 80

Lv.2



Max. Hits

1

Recovery Time

7.25 sec

Power

216

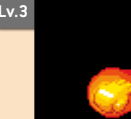
AP to Level 3

Assist 140

Recovery Time 50

Power 240

Lv.3



Max. Hits

1

Recovery Time

5 sec

Power

270


AP to Level 4

Assist 500

Recovery Time 330

Power 800

Lv.4



Max. Hits

1

Recovery Time

6.25 sec

Power

324


AP to Level 5

Assist 3,300

Recovery Time 650

Power 2,150

Lv.5



Max. Hits

1

Recovery Time

5.25 sec

Power

378

Field Move

Burn

1

When appearing as an enemy

Group

Fire

Friendship Gauge

16,275

Agitated Gauge


—

AP Received

21

N-206

Combee



Group


Bug

Poké Assist

Tornado (Surrounding)

1

Lv.1



Max. Hits

10

Recovery Time

5 sec

Power

36


AP to Level 2

Assist 10

Recovery Time 20

Power 25

Lv.2



Max. Hits

15

Recovery Time

6.5 sec

Power

45


AP to Level 3

Assist 40

Recovery Time 100

Power 120

Lv.3



Max. Hits

20

Recovery Time

6 sec

Power

63


AP to Level 4

Assist 900

Recovery Time 350

Power 500

Lv.4



Max. Hits

20

Recovery Time

5.5 sec

Power

81

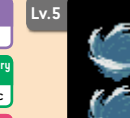
AP to Level 5

Assist 3,300

Recovery Time 675

Power 1,400

Lv.5



Max. Hits

20

Recovery Time

5 sec

Power

105

Field Move

Cut

1

When appearing as an enemy

Group

Bug

Friendship Gauge

2,100

Agitated Gauge


—

AP Received

10

N-207

Vespiqueen



Group


Bug

Poké Assist

Scatters Stingers

1

Lv.1



Max. Hits

1

Recovery Time

4.5 sec

Power

25


AP to Level 2

Assist 250

Recovery Time 125

Power 20

Lv.2



Max. Hits

1

Recovery Time

4 sec

Power

35

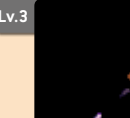
AP to Level 3

Assist 500

Recovery Time 325

Power 100

Lv.3



Max. Hits

1

Recovery Time

3.5 sec

Power

50

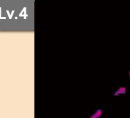
AP to Level 4

Assist 1,500

Recovery Time 1,065

Power 400

Lv.4



Max. Hits

1

Recovery Time

3 sec

Power

80

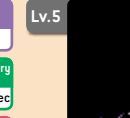
AP to Level 5

Assist 5,000

Recovery Time 2,275

Power 1,200

Lv.5



Max. Hits

1

Recovery Time

2.5 sec

Power

100

Field Move

Crush

1

When appearing as an enemy

Group

Bug

Friendship Gauge

25,795 (M19) 12,500 (M23)

Agitated Gauge


5,572 (M19) 900 (M23)

AP Received

38 (M19) 19 (M23)

N-208

Gible



Group


Dragon

Poké Assist

Blue Flame (Rapid-Fire)

1

Lv.1



Max. Hits

4

Recovery Time

5 sec

Power

8


AP to Level 2

Assist 20

Recovery Time 25

Power 10

Lv.2



Max. Hits

4

Recovery Time

6 sec

Power

18

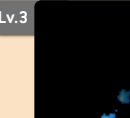
AP to Level 3

Assist 90

Recovery Time 115

Power 35

Lv.3



Max. Hits

5

Recovery Time

5.5 sec

Power

30


AP to Level 4

Assist 950

Recovery Time 390

Power 160

Lv.4



Max. Hits

5

Recovery Time

5 sec

Power

42


AP to Level 5

Assist 3,500

Recovery Time 725

Power 500

Lv.5



Max. Hits

6

Recovery Time

5 sec

Power

54

Field Move

Crush

1

When appearing as an enemy

Group

Dragon

Friendship Gauge

4,650

Agitated Gauge

—

AP Received

14

Pokémon Browser—Wireless Multiplayer Mission/Temple Partner Infernape•Combee•Vespiqueen•Gible

247

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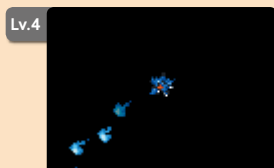
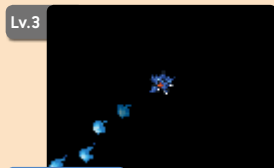
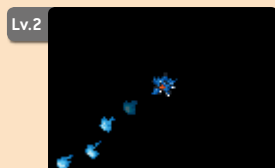
N-209

Gabite



Group Dragon

Poké Assist Blue Flame (Rapid-Fire)



Field Move Cut 1

When appearing as an enemy

Group Dragon

Friendship Gauge 7,440

Agitated Gauge —

AP Received 14

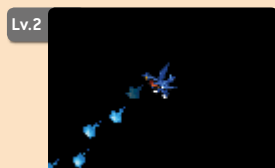
N-210

Garchomp



Group Dragon

Poké Assist Blue Flame (Rapid-Fire)



Field Move Crush 1

When appearing as an enemy

Group Dragon

Friendship Gauge 19,065

Agitated Gauge —

AP Received 21

N-211

Lickilicky



Group Normal

Poké Assist Shock Wave



Field Move Crush 1

\*Does not appear as an enemy.

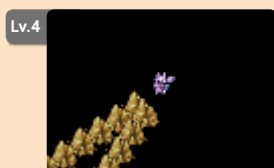
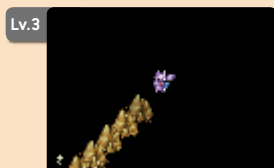
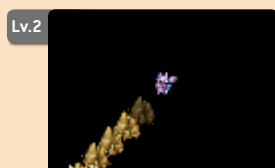
N-212

Gligar



Group Ground

Poké Assist Ground Split (Forward-Long-Range)



Field Move Cut 1

When appearing as an enemy

Group Ground


Friendship Gauge 4,375

Agitated Gauge —

AP Received 10

N-213


**Gliscor**



Group Ground

Poké Assist Ground Split (Surrounding)

Lv.1



Max. Hits 2

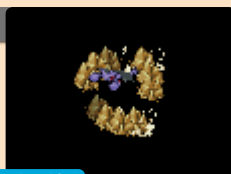
Recovery Time 9 sec

Power 128

AP to Level 2

Assist 250 Recovery Time 5 Power 120

Lv.2



Max. Hits 2

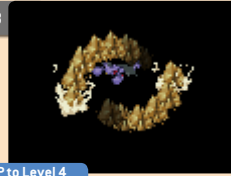
Recovery Time 9.5 sec

Power 168

AP to Level 3

Assist 500 Recovery Time 20 Power 320

Lv.3



Max. Hits 2


Recovery Time 8 sec

Power 216

AP to Level 4

Assist 1,500 Recovery Time 120 Power 1,075

Lv.4



Max. Hits 2

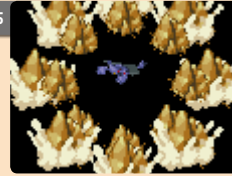
Recovery Time 7.5 sec

Power 352

AP to Level 5

Assist 5,000 Recovery Time 525 Power 2,750

Lv.5



Max. Hits 3

Recovery Time 6.5 sec

Power 448

Field Move Cut 1

When appearing as an enemy

Group Ground


Friendship Gauge 28,875

Agitated Gauge 5,198

AP Received 38

N-214


**Blastoise**



Group Water

Poké Assist Scatters Bubbles (Surrounding)

Lv.1



Max. Hits 5


Recovery Time 9 sec

Power 40

AP to Level 2

Assist 20 Recovery Time 5 Power 120

Lv.2



Max. Hits 5


Recovery Time 8.5 sec

Power 60

AP to Level 3

Assist 100 Recovery Time 20 Power 320

Lv.3



Max. Hits 5

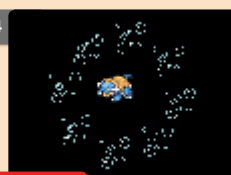
Recovery Time 5 sec

Power 72

AP to Level 4

Assist 670 Recovery Time 120 Power 600

Lv.4



Max. Hits 5

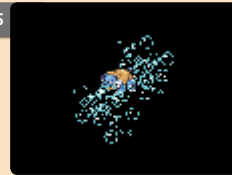
Recovery Time 7.5 sec

Power 84

AP to Level 5

Assist 3,500 Recovery Time 525 Power 1,500

Lv.5



Max. Hits 2

Recovery Time 6.5 sec


Power 96

Field Move Soak 1

\*Does not appear as an enemy.

N-215

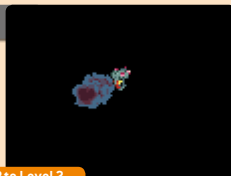
**Misdreavus**



Group Ghost

Poké Assist Malice Spheres (Spray)

Lv.1



Max. Hits 1


Recovery Time 6.75 sec

Power 15

AP to Level 2

Assist 20 Recovery Time 20 Power 20

Lv.2



Max. Hits 1

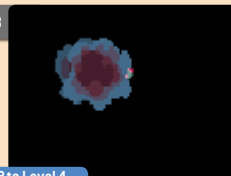
Recovery Time 5 sec

Power 21

AP to Level 3

Assist 90 Recovery Time 105 Power 100

Lv.3



Max. Hits 1

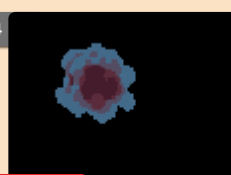
Recovery Time 5.75 sec

Power 30

AP to Level 4

Assist 1,000 Recovery Time 375 Power 400

Lv.4



Max. Hits 1

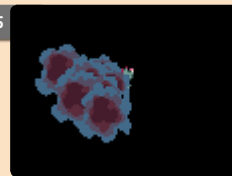
Recovery Time 5.25 sec

Power 39

AP to Level 5

Assist 3,600 Recovery Time 700 Power 1,200

Lv.5



Max. Hits 1

Recovery Time 4.25 sec

Power 49

Field Move Psy Power 1

When appearing as an enemy

Group Ghost


Friendship Gauge 3,750

Agitated Gauge —

AP Received 10

N-216

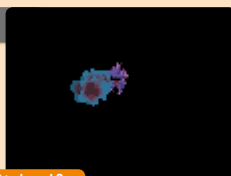
**Mismagius**



Group Ghost

Poké Assist Malice Spheres (Spray)

Lv.1



Max. Hits 1

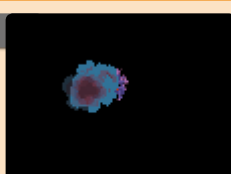
Recovery Time 9 sec

Power 30

AP to Level 2

Assist 20 Recovery Time 10 Power 80

Lv.2



Max. Hits 1

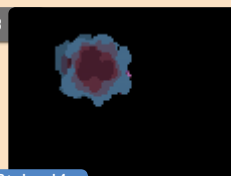
Recovery Time 58 sec

Power 36

AP to Level 3

Assist 90 Recovery Time 40 Power 240

Lv.3



Max. Hits 1

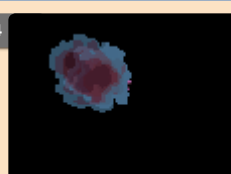
Recovery Time 7.5 sec

Power 45

AP to Level 4

Assist 1,000 Recovery Time 150 Power 800

Lv.4



Max. Hits 1

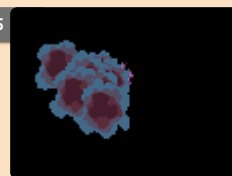
Recovery Time 7 sec

Power 54

AP to Level 5

Assist 3,600 Recovery Time 575 Power 2,150

Lv.5



Max. Hits 1

Recovery Time 6 sec

Power 63

Field Move Psy Power 1

When appearing as an enemy

Group Ghost

Friendship Gauge 12,500

Agitated Gauge —

AP Received 24



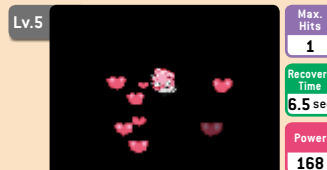
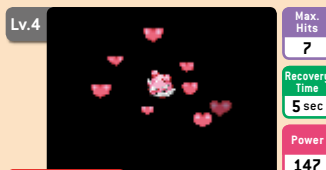
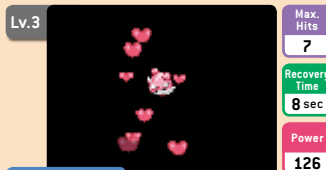
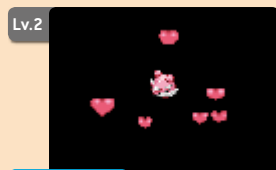
N-217

Blissey



Group Normal

Poké Assist Scatters Hearts (Surround)



Field Move Tackle 1

When appearing as an enemy

Group Normal

Friendship Gauge 20,000

Agitated Gauge —

AP Received 29

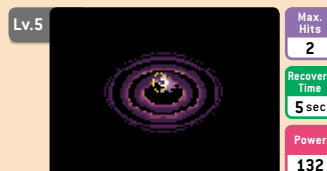
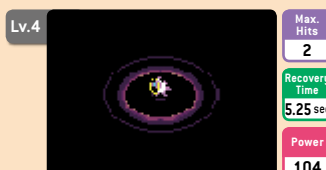
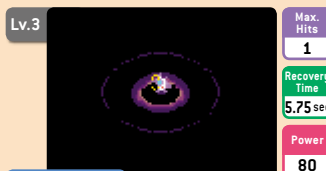
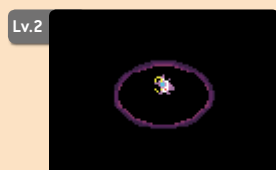
N-218

Sableye



Group Dark

Poké Assist Dark Surge



Field Move Cut 1

When appearing as an enemy

Group Dark

Friendship Gauge 4,375

Agitated Gauge —

AP Received 10

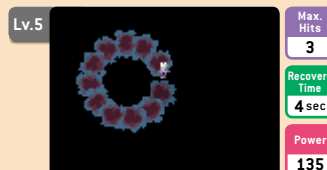
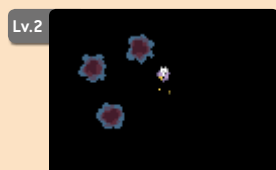
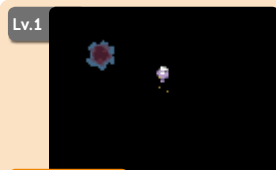
N-219

Drifloon



Group Ghost

Poké Assist Malice Spheres (Forward)



Field Move Tackle 1

When appearing as an enemy

Group Ghost

Friendship Gauge 4,625

Agitated Gauge —

AP Received 10

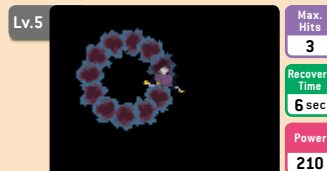
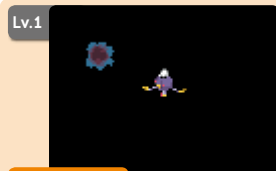
N-220

Drifblim



Group Ghost

Poké Assist Malice Spheres (Forward)



Field Move Psy Power 1

When appearing as an enemy

Group Ghost


Friendship Gauge 10,000

Agitated Gauge —

AP Received 19

N-221

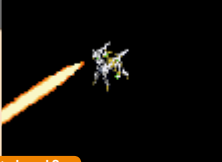
Arceus



Group Normal

Poké Assist Judgment

Lv.1



Max. Hits 14

Recovery Time 9 sec

Power 48

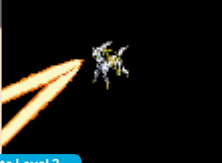
AP to Level 2

Assist 500

Recovery Time 25

Power 120

Lv.2



Max. Hits 10

Recovery Time 6 sec

Power 66

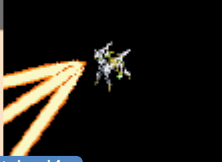
AP to Level 3

Assist 1,000

Recovery Time 115

Power 320

Lv.3



Max. Hits 8

Recovery Time 5.5 sec

Power 80

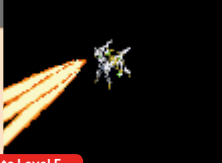
AP to Level 4

Assist 2,500

Recovery Time 390

Power 1,075

Lv.4



Max. Hits 10

Recovery Time 5 sec

Power 100


AP to Level 5

Assist 9,999

Recovery Time 725

Power 2,750

Lv.5



Max. Hits 36

Recovery Time 4 sec

Power 112

Field Move Tackle

1

When appearing as an enemy

Group Normal


Friendship Gauge 65,000

Agitated Gauge 12,480

AP Received 150

N-222


Mew



Group Psychic

Poké Assist Strange Spheres

Lv.1



Max. Hits 2

Recovery Time 9 sec

Power 48


AP to Level 2

Assist 500

Recovery Time 25

Power 120

Lv.2



Max. Hits 2

Recovery Time 6 sec

Power 66


AP to Level 3

Assist 1,000

Recovery Time 115

Power 320

Lv.3



Max. Hits 2

Recovery Time 5.5 sec

Power 80


AP to Level 4

Assist 2,500

Recovery Time 390

Power 1,075

Lv.4



Max. Hits 2

Recovery Time 5 sec

Power 100

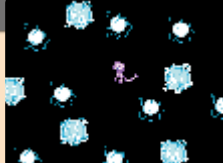
AP to Level 5

Assist 9,999

Recovery Time 725

Power 2,750

Lv.5



Max. Hits 2

Recovery Time 4 sec

Power 112

Field Move Psy Power


1

Does not appear as an enemy.

The movement of Mew's Poké Assist depends on the location where it is deployed.

Sidebar 4

Gather Heart Slates and Get More Temple Partners



Heart Slates are received in the Wireless Multiplayer Missions when you capture a Pokémon. Usually, when you receive a Heart Slate, that Pokémon becomes a Temple Partner, but occasionally that Pokémon's previous evolution or next evolution will become your Temple Partner instead.

Wireless Browser Number	Pokémon Captured	Pokémon Received #1	Probability (%)	Pokémon Received #2	Probability (%)	Pokémon Received #3	Probability (%)	Wireless Browser Number	Pokémon Captured	Pokémon Received #1	Probability (%)	Pokémon Received #2	Probability (%)	Pokémon Received #3	Probability (%)
N-005	Ivysaur	Ivysaur	90	Bulbasaur	10	—	—	N-082	Ursaring	Ursaring	80	Teddiursa	20	—	—
N-006	Venusaur	Venusaur	50	Ivysaur	50	—	—	N-083	Houndour	Houndour	100	—	—	—	—
N-009	Pidgeot	Pidgeot	80	Pidgeotto	20	—	—	N-084	Houndoom	Houndoom	20	Houndour	80	—	—
N-012	Oddish	Oddish	95	Gloom	5	—	—	N-086	Donphan	Donphan	80	Phanpy	20	—	—
N-013	Gloom	Gloom	80	Oddish	20	—	—	N-091	Mightyena	Mightyena	80	Poochyena	20	—	—
N-017	Bayleef	Bayleef	80	Meganium	20	—	—	N-092	Makuhita	Makuhita	80	Hariyama	20	—	—
N-020	Croconaw	Croconaw	95	Totodile	5	—	—	N-093	Hariyama	Hariyama	20	Makuhita	80	—	—
N-022	Hoothoot	Hoothoot	93	Noctowl	7	—	—	N-095	Lairon	Lairon	80	Aron	20	—	—
N-024	Bonsly	Bonsly	100	—	—	—	—	N-096	Aggron	Aggron	20	Lairon	80	—	—
N-025	Sudowoodo	Sudowoodo	100	—	—	—	—	N-097	Numei	Numei	80	Camerupt	20	—	—
N-027	Ambipom	Ambipom	50	Alpom	50	—	—	N-098	Camerupt	Camerupt	80	Numei	20	—	—
N-030	Pineco	Pineco	100	—	—	—	—	N-099	Shieldon	Shieldon	80	Bastiodon	20	—	—
N-032	Delibird	Delibird	100	—	—	—	—	N-102	Munchlax	Munchlax	100	—	—	—	—
N-033	Trecko	Trecko	80	Grovyle	20	—	—	N-103	Hippopotas	Hippopotas	80	Hippowdon	20	—	—
N-034	Grovyle	Grovyle	80	Trecko	20	—	—	N-104	Hippowdon	Hippowdon	20	Hippopotas	80	—	—
N-041	Kricketot	Kricketot	80	Kricketune	20	—	—	N-105	Croagunk	Croagunk	80	Toxicroak	20	—	—
N-042	Kricketune	Kricketune	80	Kricketot	20	—	—	N-106	Toxicroak	Toxicroak	80	Croagunk	20	—	—
N-043	Shinx	Shinx	97	Luxio	3	—	—	N-110	Mankey	Mankey	80	Primeape	20	—	—
N-044	Luxio	Luxio	80	Shinx	20	—	—	N-111	Primeape	Primeape	80	Mankey	20	—	—
N-045	Luxray	Luxray	80	Luxio	15	Shinx	5	N-112	Dodrio	Dodrio	100	—	—	—	—
N-046	Mothim	Mothim	100	—	—	—	—	N-113	Koffing	Koffing	95	Weezing	5	—	—
N-047	Chingling	Chingling	99	Chimecho	1	—	—	N-114	Weezing	Weezing	90	Koffing	10	—	—
N-048	Chimecho	Chimecho	95	Chingling	5	—	—	N-115	Kabuto	Kabuto	95	Kabutops	5	—	—
N-050	Skorupi	Skorupi	100	—	—	—	—	N-116	Kabutops	Kabutops	95	Kabuto	5	—	—
N-052	Carnivine	Carnivine	100	—	—	—	—	N-117	Togepi	Togepi	95	Togetic	5	—	—
N-054	Eevee	Eevee	100	—	—	—	—	N-119	Togetic	Togetic	100	—	—	—	—
N-055	Vaporeon	Vaporeon	100	—	—	—	—	N-121	Flaaffy	Flaaffy	80	Mareep	15	Ampharos	5
N-056	Jolteon	Jolteon	100	—	—	—	—	N-122	Ampharos	Ampharos	20	Flaaffy	80	—	—
N-057	Flareon	Flareon	100	—	—	—	—	N-123	Maril	Maril	80	Azumail	20	—	—
N-058	Espeon	Espeon	100	—	—	—	—	N-125	Politoed	Politoed	100	—	—	—	—
N-059	Umbreon	Umbreon	100	—	—	—	—	N-126	Wooper	Wooper	95	Quagsire	5	—	—
N-060	Leafeon	Leafeon	100	—	—	—	—	N-127	Quagsire	Quagsire	20	Wooper	80	—	—
N-061	Glacien	Glacien	100	—	—	—	—	N-129	Dunsparce	Dunsparce	100	—	—	—	—
N-062	Charmeleon	Charmeleon	90	Charmeleon	10	—	—	N-130	Sneasel	Sneasel	100	—	—	—	—
N-063	Charmeleon	Charmeleon	80	Charmeleon	20	—	—	N-132	Swinub	Swinub	80	Piloswine	20	—	—
N-064	Zubat	Zubat	80	Golbat	20	—	—	N-133	Piloswine	Piloswine	80	Swinub	20	—	—
N-065	Golbat	Golbat	80	Crobat	20	—	—	N-136	Marowak	Marowak	80	Mudkip	20	—	—
N-066	Crobat	Crobat	20	Golbat	80	—	—	N-137	Swampert	Swampert	80	Marowak	15	Mudkip	5
N-067	Geodude	Geodude	80	Geodude	20	—	—	N-138	Wingull	Wingull	80	Pelipper	20	—	—
N-068	Graveler	Graveler	80	Graveler	19	Golem	1	N-139	Pelipper	Pelipper	80	Wingull	20	—	—
N-069	Golem	Golem	80	Graveler	15	Geodude	5	N-140	Anorith	Anorith	95	Armaldo	5	—	—
N-070	Tyrogue	Tyrogue	100	—	—	—	—	N-141	Armaldo	Armaldo	20	Anorith	80	—	—
N-071	Hitmonlee	Hitmonlee	100	—	—	—	—	N-142	Speal	Speal	80	Sealeo	20	—	—
N-072	Hitmonchan	Hitmonchan	100	—	—	—	—	N-143	Sealeo	Sealeo	80	Speal	18	Walrein	2
N-073	Hitmontop	Hitmontop	100	—	—	—	—	N-144	Walrein	Walrein	20	Sealeo	80	—	—
N-075	Magmar	Magmar	100	—	—	—	—	N-145	Buizel	Buizel	90	Floatezel	10	—	—
N-077	Cyndaquil	Cyndaquil	80	Ouilava	20	—	—	N-146	Floatezel	Floatezel	70	Buizel	30	—	—
N-078	Ouilava	Ouilava	95	Typhlosion	5	—	—	N-147	Glaceon	Glaceon	90	Purugly	10	—	—
N-079	Typhlosion	Typhlosion	20	Ouilava	80	—	—	N-148	Purugly	Purugly	90	Glaceon	10	—	—
N-080	Shuckle	Shuckle	100	—	—	—	—	N-149	Stunfisk	Stunfisk	95	Stuntank	5	—	—
N-081	Teddiursa	Teddiursa	80	Ursaring	20	—	—	N-150	Stuntank	Stuntank	80	Stunfisk	20	—	—






Pokémon Browser  
Many Times,  
Anytime Capture  
Machine Pokémon




Lapras

GroupWater



Capture Technique



Friendship Gauge400Agitated Friendship Gauge—Exp. Points30

EffectivePoké Assists


GrassElectric

Attacks

Attack Method	Damage
Scatters bubbles	3
Scatters bubbles	1

Suicune

GroupWater



Capture Technique



Friendship Gauge19,090Agitated Friendship Gauge6,363Exp. Points5,000

EffectivePoké Assists


GrassElectric

Attacks


Attack Method	Damage
Scatters whirlpool	14
Water beam	20
Tempestuous water pillar	20
Ice pillar (Big)	20

Typhlosion

GroupFire



Capture Technique



Friendship Gauge18,400Agitated Friendship Gauge6,133Exp. Points5,000

EffectivePoké Assists


WaterGroundRock

Attacks


Attack Method	Damage
Spits fire	12
Fire pillar	6
Fire pillar (Cross)	20
Causes explosions	6

Feraligatr

GroupWater



Capture Technique



Friendship Gauge19,090Agitated Friendship Gauge6,363Exp. Points5,000

EffectivePoké Assists

GrassElectric

Attacks

Attack Method	Damage
Sprays water	12
Water sphere	6
Rushing attack	20
Shock wave	22

Mamoswine

GroupGround



Capture Technique



Friendship Gauge5,000Agitated Friendship Gauge—Exp. Points2,400

EffectivePoké Assists


GrassWaterIce

Attacks


Attack Method	Damage
Scatters snow	7
Drops ice	3
Shock wave	7

Meganium

GroupGrass



Capture Technique



Friendship Gauge19,780Agitated Friendship Gauge6,593Exp. Points5,000

EffectivePoké Assists

PoisonFireIceFlyingBug

Attacks

Attack Method	Damage
Scatters leaves	12
Grows ivy	6
Light beam	20
Grows ivy	6

Pokémon Browser — Many Times, Anytime Capture Machine Pokémon

252

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## Torterra

Group Grass



## Capture Technique

Friendship Gauge  
4,368Agitated Friendship Gauge  
—Exp. Points  
2,400

Effective Poké Assistants

Poison Fire Ice  
Flying Bug

Attacks	Attack Method	Damage
Scatters leaves		5
Grows ivy		3
Grows ivy		3

## Magnezone

Group Electric



## Capture Technique

Friendship Gauge  
3,611Agitated Friendship Gauge  
—Exp. Points  
2,400

Effective Poké Assistants

Ground

Attacks	Attack Method	Damage
Electrical discharge		5
Electric sphere		3
Electrical barrier		3

## Crobat

Group Poison



## Capture Technique

Friendship Gauge  
18,400Agitated Friendship Gauge  
—Exp. Points  
5,000

Effective Poké Assistants

Ground Psychic

Attacks	Attack Method	Damage
Scatters toxic gas		16
Shoots toxic gas (Big)		10
Rushing attack		20
Shoots toxic gas		16

## Charizard

Group Fire



## Capture Technique

Friendship Gauge  
18,400Agitated Friendship Gauge  
—Exp. Points  
5,000

Effective Poké Assistants

Water Ground Rock

Attacks	Attack Method	Damage
Scatters fire		8
Fire beam		14
Spitsfire		18
Rushing attack		14

## Celebi

Group Grass



## Capture Technique

Friendship Gauge  
300Agitated Friendship Gauge  
—Exp. Points  
22

Effective Poké Assistants

Poison Fire Ice  
Flying Bug

Attacks	Attack Method	Damage
Scatters leaves		2
Grows ivy		1

## Ditto

Group Normal



## Capture Technique

Friendship Gauge  
27,500Agitated Friendship Gauge  
9,166Exp. Points  
5,000

Effective Poké Assistants

Fighting

Attacks	Attack Method	Damage
---------	---------------	--------

Ditto Transformation  
(Raikou)

Group Electric



## Capture Technique

Friendship Gauge  
—Agitated Friendship Gauge  
—Exp. Points  
—

Effective Poké Assistants

Ground

Attacks	Attack Method	Damage
Scatters electricity		10
Electrical spheres		6
Drops electricity (Big)		20

Ditto Transformation  
(Suicune)

Group Water



## Capture Technique

Friendship Gauge  
—Agitated Friendship Gauge  
—Exp. Points  
—

Effective Poké Assistants

Grass Electric

Attacks	Attack Method	Damage
Scatters whirlpools		10
Tempestuous water pillar		20
Ice pillar (Big)		6

Ditto Transformation  
(Entei)

Group Fire



## Capture Technique

Friendship Gauge  
—Agitated Friendship Gauge  
—Exp. Points  
—

Effective Poké Assistants

Water Ground Rock

Attacks	Attack Method	Damage
Spitsfire		10
Fire pillar (Cross)		6
Rushing attack		20
Flame aura		6

## Scizor

Group Steel



## Capture Technique

Friendship Gauge  
40Agitated Friendship Gauge  
—Exp. Points  
8

Effective Poké Assistants

Fire Fighting Ground

Attacks	Attack Method	Damage
Cutting attack (Big)		6
Poking attack		4

## Metagross

Group Steel



## Capture Technique

Friendship Gauge  
23,690Agitated Friendship Gauge  
7,896Exp. Points  
5,000

Effective Poké Assistants

Fire Fighting Ground

Attacks	Attack Method	Damage
Continuous beam		18
Strange orbs		8
Strong beam		8
Strange barrier		8

## Raikou

Group Electric



## Capture Technique

Friendship Gauge  
19,090Agitated Friendship Gauge  
—Exp. Points  
5,000

Effective Poké Assistants

Ground


Attacks	Attack Method	Damage
Electrical discharge		16
Scatters electricity		16
Lightning strikes (Big)		24
Electrical barrier		8




Entei

Group

Fire



Capture Technique



Friendship Gauge

19,090

Agitated Friendship Gauge

6,363

Exp. Points

5,000

Effective Poké Assists

Water

Ground

Rock

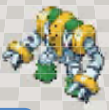
Attacks

Attack Method	Damage
Spits fire	16
Fire pillar (Cross)	10
Rushing attack	16
Fire aura	28
Spitsfire	4


Regigigas

Group

Normal



Capture Technique



Friendship Gauge

30,000

Agitated Friendship Gauge

10,000

Exp. Points

5,000

Effective Poké Assists

Fighting


Attacks

Attack Method	Damage
Punch (Big)	24
Shock wave	24
Strong beam	30


Rhyperior

Group

Rock



Capture Technique



Friendship Gauge

4,368

Agitated Friendship Gauge

—

Exp. Points

2,400

Effective Poké Assists

Grass

Water

Fighting

Ground

Steel


Attacks

Attack Method	Damage
Scatters rocks	6
Splits the ground	6
Drops rocks	6


Scyther

Group

Bug



Capture Technique



Friendship Gauge

1,800

Agitated Friendship Gauge

—

Exp. Points

750

Effective Poké Assists

Fire

Flying

Rock


Attacks

Attack Method	Damage
Cutting attack	6
Scatters white blades	6


Yanmega

Group

Bug



Capture Technique



Friendship Gauge

2,967

Agitated Friendship Gauge

—

Exp. Points

1,000

Effective Poké Assists

Fire

Flying

Rock


Attacks

Attack Method	Damage
Scatters white blades	4
Sonic boom	4


Garchomp

Group

Dragon



Capture Technique



Friendship Gauge

18,400

Agitated Friendship Gauge

6,133

Exp. Points

5,000

Effective Poké Assists

Ice

Dragon


Attacks

Attack Method	Damage
Sharp shock wave	24
Mud sphere	8
Scatters blue flame	20
Rushing attack	24


Latios

Group

Psychic



Capture Technique



Friendship Gauge

18,400

Agitated Friendship Gauge

—

Exp. Points

5,000

Effective Poké Assists

Bug

Ghost

Dark


Attacks

Attack Method	Damage
Scatters light spheres	20
Light beam	24
Light barrier	8


Mewtwo

Group

Psychic



Capture Technique



Friendship Gauge

26,000

Agitated Friendship Gauge

8,666

Exp. Points

5,000

Effective Poké Assists

Bug

Ghost

Dark


Attacks

Attack Method	Damage
Scatters strange spheres	12
Evil aura	6
Clones self	12
Levitating beam	20
Downpouring beam	30


Latias

Group

Psychic



Capture Technique



Friendship Gauge

18,400

Agitated Friendship Gauge

—

Exp. Points

5,000

Effective Poké Assists

Bug

Ghost

Dark

Attacks

Attack Method	Damage
Scatters light spheres	20
Light beam	24
Light barrier	8



SIDEBAR

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## Nema's Interesting Inventions



This is a guide to remembering Nema's interestingly named inventions that appear throughout the story.

### Guide to Nema's Inventions

#### 1 The Many Times, Anytime Capture Machine

An aptly named device that allows you to recapture Pokémon that you meet only once in the course of the game.



#### 2 The Shutter-Bugging, Dark Camera

A camera that takes photos of the four murals in the Oblivia Ruins. One of Nema's shortest-named inventions.



#### 3 Crazy Cream That Sticks to Iron, Plastic, Stone, and Everything Else

An effective glue used when repairing Monuments. Accidentally getting it on your hands can be a big problem!



#### 4 Call Pokémon by Drawing Fun Signs with Lines Mode

"Sign Mode" for short. It allows you to summon a Pokémon by drawing its Ranger Sign with your Capture Styler.



#### 5 The Hammer-Drill-Scissors Cutter

A tool that Nema wants to use to destroy the Golden Armor.



#### 6 Battery Flattery Mini Charger

Nema uses this to recharge your Capture Styler between tough battles in the Sky Fortress.



#### 7 The Even-Burglars-Lose-Interest Safe

Professor Hastings uses this to keep the Golden Armor from falling into the wrong hands until he can take it back to the Ranger Union.








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	Targeted Pokémon's Group															
	Normal	Fire	Water	Electric	Grass	Ice	Fighting	Poison	Ground	Flying	Psychic	Bug	Rock	Ghost	Dragon	Dark
Normal																
Fire																
Water																
Electric																
Grass																
Ice																
Fighting																
Poison																
Ground																
Flying																
Psychic																
Bug																
Rock																
Ghost																
Dragon																
Dark																
Steel																

Effectiveness ○.....X 2 ○.....X 1.5 △.....X 0.5



\*Grass, Poison, and Ground Poké Assists have no effect on Pokémon that fly or float.



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## NOTE

All Missions and Quests that appear in the game appear in this publication. Special Missions available via wireless distribution, including "Deoxys and the Odd Temple," "Protect the Blue Sphere!" "Investigate the Odd Eruption!," and "Rescue the Lost Shaymin!" are not included.

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